

As a Narrative Animator, you will be expected to create high fidelity animations that align to our pursuit of ultimate player immersion. This Immersion is achieved with Animations that support the Design Narrative of our games, including Real-Time Action, Cinematics and Dialogue Sequences. The ability to identify and execute the “feel” of the Sequences the project dictates, is the prime directive. You will be joining our Passionate and Talented team of Animators who continue pushing our standards of quality and drive, that echoes throughout our studio.

KEY RESPONSIBILITIES

- Use Motion Capture and Hand-Keyed Techniques to create high-fidelity Action, Cinematics, Dialogue and Misc. Animations, in real-time, that are used to convey the Design Narrative of the game
- Implement and maintain Animations using Proprietary Tools within our Game Engine
- Communicate and collaborate with internal and external depts to complete tasks

QUALIFICATIONS

Required

- +2 years of Game Development experience
- A strong passion for Animation, video games, and the entertainment it inspires and draws from
- A strong ability for Hand-Keyed Animation
- Strong Maya Animation experience
- Possess the ability to take tasks to completion with high fidelity
- Collaborative ability to work with multiple people and disciplines to complete tasks
- Possess the ability to receive and address feedback