

As a Viewmodel Animator you will be expected to create high fidelity 1st person animations that align to our pursuit of ultimate player immersion. This Immersion is achieved with Animations that mirror their real-world counterparts, including Weapon-Handling, Hand-to-Hand Combat and Locomotion. The ability to identify and execute the “feel” 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 Hand-Keyed Techniques to create high-fidelity 1st person Weapon, Hand-to-Hand, Locomotion and Misc. Animations that are used to portray Player intent
- 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