



## **Animator**

### **Job Purpose**

Working as part of a multi-disciplinary team, prototype, create and integrate 3D animation content in line with the creative direction, technology and quality benchmarks of the project.

### **Reports To**

Lead Animator

### **Responsibilities**

- Create high-quality, real-time character animation for console and high-end PC video games throughout their production cycle;
- Collaborate with the development team to ensure your work is aligned with the creative and technical direction of the game;
- Maintain ownership of your work from conception to integration into the game engine;
- Share knowledge and assist all members of the team to reach the best possible outcomes;
- Support the lead and producer in planning and managing your workload to meet project milestones;
- Approach challenge with a positive attitude and support the team at all stages;
- Conduct any relevant ad-hoc work when required.

### **Skills and Knowledge**

- Good interpersonal and communication skills;
- Strong understanding of animation principles and how to apply them to your work;
- Knowledge of node-graph based animation systems and character rigging fundamentals;
- Ability to communicate and work effectively as a partner in a large multi-skilled, multi-cultural team;
- Willingness to propose and implement creative solutions to assigned work;

- Understanding of the constraints and potential of digital animation technology and maintain an interest in rapidly evolving industry standards.

## **Experience**

- Experience working on 3D character animation for videogames, film or tv production;
- Proven experience completing a shipped title or project;
- Strong practical experience using 3D character animation software;
- Experience working with motion capture and real-time animation an advantage;
- Development for console and / or high-end PC an advantage.