

# Byte

<https://www.byte.eco/job/23279/>

## Lead Animator In Game Cinematics

### Description

Crystal Dynamics is seeking a Lead Animator (In-Game Cinematics) with a deep understanding of cinematic storytelling and expertise in realistic character animation. Your role will be to drive the creation and enhancement of narrative cinematics in our forthcoming titles. Your skills will be pivotal in delivering lifelike animations that blend seamlessly with our cinematic sequences, elevating the overall narrative experience for players. As a Lead Animator (In-Game Cinematics), you will: Work closely with the cinematic team to elevate critical story scenes essential to the game's narrative. Apply performance capture methodologies to capture and integrate realistic character movements, facial expressions, and emotions into in-game cutscenes, ensuring a high level of authenticity and immersion in the game. Integrate scenes into Unreal Engine using Maya to ensure seamless integration and functionality. Partner with technical art teams to improve animation tools and production processes, optimizing workflows for efficient animation production. Collaborate with the Narrative and Design teams to help deliver and visualize any and all key story moments. Engage in regular feedback sessions and implement necessary revisions to achieve top-tier animation quality. To be considered for this role, we require the following: Substantial experience in cinematic animation roles, ideally working on AAA action-adventure titles. Proficiency in Maya and Unreal Engine. Demonstrated expertise in effectively applying performance capture techniques for character animations in in-game cutscenes. Excellent written and verbal communication skills, able to articulate complex concepts with clarity. Examples of pertinent work, such as a demo reel, portfolio, or contributions to released titles, that demonstrate expertise in realistic human movements and exceptional facial animations. Please ensure the examples shared are up-to-date and clearly demonstrate your skills and areas of expertise. Inclusion of a breakdown sheet detailing your specific contributions to each piece is highly recommended. Preference will be given to candidates who have: A strong background in motion capture. Experience in leading animation teams or projects. It'll be a bonus if you also have: Shipped 1+ AAA title(s). Please mention the word \*\*SUPPLE\*\* and tag RMTA3LjE3OC4yMzkuMjA5 when applying to show you read the job post completely (#RMTA3LjE3OC4yMzkuMjA5). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

### Contacts

Job listing via [RemoteOK.com](https://www.RemoteOK.com)

### Hiring organization

Crystal Dynamics

### Job Location

Austin, Texas, United States

### Base Salary

\$ 95000 - \$ 125000

### Date posted

May 17, 2024

[Apply Now](#)