

Byte

<https://www.byte.eco/job/23280/>

Lead Animator Gameplay

Description

At Crystal Dynamics, we're searching for an established Lead Animator to spearhead our gameplay animation efforts. Playing an integral role in the vibrant landscape of game development, our Lead Animator is pivotal in creating unforgettable animation sequences. If you're enthusiastic about crafting impactful, resonant, experiences through animation, then we'd love for you to apply! As a Lead Gameplay Animator, you will: Lead by example, guiding a team of animators to seamlessly implement high-quality in-game animations within Unreal Engine. Develop and integrate animation systems for gameplay fidelity while mentoring and sharing technical knowledge. Be the connecting link between internal teams and external co-developers to ensure effective collaboration and maintain our quality standards. Create, implement, and enhance processes for capturing, refining, and reviewing gameplay animations in line with the Animation Director's vision. Oversee the production and quality of gameplay animations, ensuring consistency across the board. Offer targeted and actionable feedback to internal and external teams to refining project quality. Guide the team to achieve creative excellence by ensuring the quality expectations for gameplay animations are clear and maintained throughout. Collaborate closely with various stakeholders including directors, designers, and fellow animators to ensure gameplay elements integrate seamlessly with the larger narrative. To be considered for this role, we require the following: Have substantial professional experience as a Senior or Lead Animator (or equivalent) in the game development industry, having overseen quality of high performing animation teams to deliver high-quality, large scale, console titles. Deep comprehension of gameplay animation techniques with an affinity for realistic detailing. Demonstrated capacity to collaborate seamlessly with both internal and external teams. Up-to-date knowledge of leading animation software (i.e., Maya and Motion Builder) and ability to integrate animations in engine. Excellent written and verbal communication skills, able to articulate complex concepts with clarity. Examples of relevant work (i.e., demo reel, portfolio, or contributions to shipped title). An ideal reel will include: Up to date examples of realistic animations that clearly demonstrate your skills/expertise. Inclusion of a breakdown sheet detailing your specific contributions to each piece is highly recommended. Note: If you directed others, then we would be looking for a director's cut. Preference will be given to candidates who have: Extensive expertise in Unreal Engine. Shipped a AAA title. Previous work in games renowned for their gameplay animations. Ability to travel at least 2x a year, and/or as needed. It'll be a bonus if you also have: In-depth experience with motion capture techniques. Please mention the word **CLEANLY** 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

San Mateo, California, United States

Base Salary

\$ 100000 - \$ 155000

Date posted

May 17, 2024

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