

## Animation Lead

### Description

Crystal Dynamics is seeking a Lead Animator who will play a pivotal role in defining the animation vision for our upcoming high-fidelity action-adventure titles. As the Lead Animator, you will blend leadership with hands-on contribution, directly influencing the gameplay experience through the execution of top-tier animations. This role offers a unique opportunity to shape the visual and interactive elements of our games, making a substantial impact on our projects. As a Lead Animator, you will: Lead the animation vision in collaboration with the Creative Director and Art Director, ensuring the game's visual and interactive identity is maintained. Work in close partnership with Department Leads, Animators, and Designers to assess and meet the game's animation requirements. Develop a team of skilled animators, directing the creation of high-fidelity game animations and systems. Deliver engaging combat and traversal animations in collaboration with combat designers and engineers. Set and manage goals, aligning deliverables with project milestones and deadlines. Conduct and direct motion capture shoots for both gameplay and cinematic performances as needed. Manage, direct, and review co-developers and external vendors in different countries and time zones. Run full pipelines (both internal and external), from narrative / storyboard to fully implemented in-game shippable content. Promote team growth through regular individual meetings, performance reviews, and targeted training. Foster a positive, collaborative team environment that values open communication and constructive feedback. Streamline animation processes to enhance team productivity throughout the game development cycle. Document and manage animation tasks and processes. Guide animators across various styles, ensuring a consistent animation approach throughout the project. To be considered for this role, we require the following: Experience in a leadership role within animation (Lead or Principal Animator) in the game development industry, particularly for high-fidelity action-adventure games. In-depth understanding of gameplay systems, especially in 3rd person perspectives, including weapon, traversal, melee, and ranged combat animations. Expertise in animation trees, animation blending, and node-based animation editors. Proficiency in Motion Capture, Motion Matching, Maya, and real-time game engines/editors. A collaborative mindset, particularly in working with design and engineering teams. 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: Experience with cinematic tools in Unreal Engine. Demonstrated leadership abilities with a track record of nurturing and developing animation talent. It'll be a bonus if you also have: Shipped 2+ AAA titles as a Senior or Lead Animator. #LI-RemotePlease mention the word **\*\*PAMPEREDLY\*\*** and tag **RMjA5LjlyMi4yMS42Mg==** when applying to show you read the job post completely (**#RMjA5LjlyMi4yMS42Mg==**). 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

### Hiring organization

Crystal Dynamics

### Job Location

Austin, Texas, United States

### Base Salary

\$ 77500 - \$ 117500

### Date posted

May 25, 2024

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