

## Technical Animator

**Last Updated:** November 2009

**Location:** Halifax

**Manager:** Art Director

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### Job Description

Are you looking for a new and different experience? You have the necessary experience and leadership to drive a project's vision in order to make the best games? You might be our ideal candidate!

As a technical animator, you will be in charge of improving the animation processes and create rigs conforming to the technical guidelines of the selected engines and platforms. You will also be in charge of supporting the animation and modeling team on the technical side and will make sure to use the best practices.

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### Responsibilities

- Provide unique solutions to improve the creative and animation processes in a collaborative environment
- Create animation rigs conforming to the technical guidelines of the target platform and engine
- Create animation state flows and motion trees for the target platform and engine
- Support the animation and character department
- Responsible for seeking feedback from peers and leads
- Responsible for following direction from their Creative Director, Art Director and Associates
- Will capably and consistently meet project deadlines and milestones set by project leads and Art Director
- Build animation solutions that meet the needs of the game
- Mentor other artists in best practices, processes and procedures pertaining to production animation

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### Requirements

- 4+ years of relevant industry experience
- Bachelor of Arts degree desired
- Minimum of one year as a technical animator on a current generation console title
- Experience working with motion capture data, tools, techniques and processes a plus
- Excellent knowledge and understanding of the video game development process
- Demonstrated knowledge and application of next gen processes and techniques in your portfolio

- Strong communication skills, both verbal and written
  - Proficient with standard industry tools like 3ds Max, MotionBuilder and a high capacity to learn new tools and processes
  - Passion for the industry and an understanding of industry trends and technologies
  - Knowledge of or experience with the Gamebryo Engine a plus
  - Strong interpersonal, problem solving and analytical abilities
  - Ability to work effectively in both individual and team settings
  - Bilingual (English and French) a plus
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### **Social advantages and work conditions**

- Competitive basic wage rate
  - Collective benefit plan including full family coverage for medical, dental and optometric care
  - Relocation packages offered to candidates from outside the city or country. (Help in obtaining the visa, etc.)
  - Flexible vacation and statutory holidays
  - One week paid vacation between Christmas and New Year's
  - The position is 40 hours a week - Monday through Friday, on site
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### **Working in Halifax**

The city of Halifax is the largest city on Canada's east coast and with direct flights to most major cities in North America and Europe, is the hub of travel for the Atlantic. As one of Canada's oldest cities, Halifax balances old world architecture with modern living making for a convenient downtown that maintains incredible character and beauty. With all the amenities of a big city, a friendly laid back culture and a low cost of living, Halifax is a great place for people of all ages to call home.

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Please submit the following directly to [seniorjobs@longtailstudios.com](mailto:seniorjobs@longtailstudios.com):

- Cover letter
- Current CV / Resume
- Portfolio in one or more of the following formats: URL or website; zip file of samples or CD portfolio
- Please reference the job title **TECHNICAL ANIMATOR - HALIFAX** in the subject line of your email.