

Senior View Model Animator

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Company: Activision Blizzard

Location: United Kingdom

Category: other-general

Job Description

Sledgehammer Games is a leading developer in the video game industry, best known for its work on the Call of Duty franchise. Since its founding in 2009, the studio has delivered iconic titles like Call of Duty: Advanced Warfare, Call of Duty: WWII, and most recently, “Call of Duty: Modern Warfare III.” We combine cutting-edge technology with creative vision to produce games that resonate with players worldwide. With a focus on creating high-quality multiplayer experiences and captivating single-player campaigns, we continue to shape the future of first-person shooters.

We are looking for passionate and talented individuals to join our studio team in Guildford, UK or Toronto, Canada. In this role you will partner closely with our teams at our other studio locations in the United States and Australia in the creation of epic content for some of the biggest games in the world. If you're ready to be part of a dynamic and collaborative environment where your skills can make a real impact, we invite you to explore career opportunities with us.

This role will be studio based at our Toronto, Canada or Guildford, UK studio locations, with flexible working support.

Your Mission

As a Viewmodel Animator you will be expected to create high fidelity 1st person animations that align to our pursuit of ultimate player immersion. This Immersion is achieved with Animations that mirror their real-world counterparts, including Weapon-Handling, Hand-to-Hand

Combat and Locomotion. The ability to identify and execute the “feel” the project instructs, is the prime directive. You will be joining our Passionate and Dedicated team of Animators who continue pushing our standards of quality and drive that echo throughout our studio. If you’re looking for the right environment to display and master your talents, then Sledgehammer Games is the place for you!

Priorities can often change in a fast-paced environment like ours, so this role includes, but is not limited to, the following responsibilities:

Use hand-keyed techniques to create high-fidelity 1st person weapon animations that are used to portray player intent

Implement and maintain animations using proprietary tools within our game engine

Communicate and collaborate with internal and external departments to complete tasks

Minimum Requirements:

Significant AAA development experience, first-person shooter game genre experience is an asset.

A strong passion for animation, video games, and the entertainment it inspires and draws from

A strong ability for hand-keyed animation

Understanding of real-world weapon functionality is a plus

Ability to adapt to new tools and tech, and work with multiple people and fields to complete tasks

Expert animating in Maya

Strong problem-solving skills both technical and cross department

Our World

Activision Blizzard, Inc., is one of the world's largest and most successful interactive entertainment companies and is at the intersection of media, technology and entertainment. We are home to some of the most beloved entertainment franchises including Call of Duty®, World of Warcraft®, Overwatch®, Diablo®, Candy Crush™ and Bubble Witch™. Our

combined entertainment network delights hundreds of millions of monthly active users in 196 countries, making us the largest gaming network on the planet!

Our ability to build immersive and innovative worlds is only enhanced by diverse teams working in an inclusive environment. We aspire to have a culture where everyone can thrive in order to connect and engage the world through epic entertainment. We provide a suite of benefits that promote physical, emotional and financial well-being for 'Every World' - we've got our employees covered!

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