



# Example of 2D Animator Job Description

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Our innovative and growing company is hiring for a 2D animator. To join our growing team, please review the list of responsibilities and qualifications.

## Responsibilities for 2D animator

- Documenting the system established, and being able to explain it to junior animators and newcomers to the team
- Be prepared to assist with scheduling when necessary
- Develop the ability to represent studio and/or Lead Artist when necessary
- Solid drafting Skills - Can execute creation of characters in an appealing style, with quality, in a timely fashion
- Idea Generation – Clear process with an emphasis on story telling through animation
- Sense of Humor – Ability to ‘find the funny’ and keep things entertaining
- Communication – Talks to necessary stakeholders to gain information to make best decisions
- Animation – Good sense of timing, animation principles, – Ideally will be experienced and knowledgeable with 2d animation software akin to the Spine animation package
- Creates and/or enhances drawings, game themes, characters, symbols, and effects
- Using strong graphic design skills, provides 2D and/or 3D user interface screens and information/instruction graphics for incorporation into final games

## Qualifications for 2D animator

- Expert in Adobe Animate
- 1-3 years of experience with traditional animation in a digital workflow a must

- Excellent project management skills & interpersonal skills
- 3D animation skills a bonus and experience in filming a bonus