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# Example of 2D Animator Job Description

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

* Maintain an open and professional demeanor regarding direction, changes and shifting requirements
* Have a high degree of attention to detail when managing multiple campaigns, variations, and feedback from project owners
* Adhere to style guides
* Create merchandising and marketing campaigns that elevate our client's brand across multiple marketing channels including online retail , marketing and sales-driven email campaigns, and mobile marketing
* Use current and future marketing channels to inform and delight our client's customers
* Collaborate with our client's design community at large to ensure consistent brand use across multiple marketing channels
* Devising animation systems tailored to the game's needs by working with the team and the various other trades involved in order to anticipate in-game constraints
* Rapidly establishing basic prototypes that will fuel and guide thinking on the animations and gameplay
* Helping to evaluate the time needed to accomplish your tasks in collaboration with your Lead, and working within the allocated time frame for the scheduled deadlines
* Being able to optimize your pipeline to adhere to the real-time technical constraints, and implementing the requested changes to support the artistic direction

## Qualifications for 2D animator

* 2+ years of professional game development experience as a character animator (Mobile experience preferred)
* Self-starter with strong work ethic and problem-solving
* Experience with rig-based animation, and creating character rigs
* Ability to take and provide constructive feedback during critiques
* Understanding of the performance requirements in mobile games
* Excellent Animation and 2D Art skills