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# Example of Animator Job Description

Our innovative and growing company is searching for experienced candidates for the position of animator. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

## Responsibilities for animator

* Know the game’s story and gameplay (game design documents)
* Oversee smooth cross-software development
* Create rigs of various complexity
* Work with animation graphs, scripted game events
* Solve challenging technical issues on the tool side in-game
* To work closely with lead animators/supervisors/Creative Director for directions
* Ensuring the delivery of world-class character assets and animations for our games
* Working with Animation Director, Lead Character Artist, and Lead Technical Artist to design, implement, and communicate best practices to the entire art production team
* Leading and managing character asset and animation delivery pipelines for our studio and beyond
* Mentoring team members in animation best practices

## Qualifications for animator

* Knowledge of the human anatomy, physiological reactions, body language in order to express character emotions through movement
* 3+ years of professional character animation experience using Maya, Max, or equivalent
* Understanding of creative and technical challenges particular to video game animation
* Animation experience with FK and IK skeletal systems
* At least 6 years of experience in animation, including at least 2 years in a leadership role
* Good knowledge of 3Ds max and technical constraints related to the production of video games