Our growing company is looking to fill the role of 2D animator. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

Responsibilities for 2D animator

- Prepares data for in-game implementation, working within production requirements in collaboration with the Software team
- Follow company art direction and production pipeline
- Understands development process for game art development, handles data setup, and can identify/propose process improvements
- Aligns each game's art creation with the functional spec/graphic proposal, including conceptual art and storyboards
- Focus on 2D effect animation and asset creation while also being involved in other stages of game art creation
- Produce and execute final quality results based on your own and your colleagues concepts
- Design creative, clear, and playful user interactions for our games
- Ensure the consistency of our existing style and develop it further
- Collaborate with game programmers on finding design and implementation solutions for visual effects
- Work closely with the Art Directors and Designers on animating designs for all projects

Qualifications for 2D animator

- 7+ years of professional game development experience as a character animator, with at least 2 of those years (or 1 shipped title) as a Lead Animator

- A strong reel that demonstrate a thorough understanding of performance/movement and weighting
- The ability to work to a deadline
- The ability to multi-task and proritise