



Role Profile

Job Title : **Lead Animator**
Department : **Interactive/Games Dept**

Come make games at Aardman! We're assembling a world-class team to build visually unique games, driven by inventive mechanics and compelling characters, and imbued with the humour, love and craftsmanship you'd expect from Aardman.

We're working on an incredible new IP with a major publisher, and we're looking for like-minded people who want to help us define what it means for Aardman to make games. People who are excited about having ownership and creative influence, who value transparency, and who want to build games that will be remembered.

We are in the unique position of building a new games studio within an Oscar winning creative company. We're employee owned, independent, and we live by our values: creative integrity, creative excellence, humour, openness, and collaboration.

We're looking for a Lead Animator to help bring the Aardman brand of humour and performance to this amazing new game, to lead a small animation team and to bring a varied cast of characters to life.

You'll join at the beginning of pre-production, and help take our style from the concept stage into the gameplay world. You'll define how this unique animation style will work with gameplay and character controllers, how we effectively create animations in this style, and how we use engine features to augment our animations. You'll help refine the style of the animation, and along with the animation director, explore how the characters move, perform, and make people giggle.

We also want you to help us grow our unique culture within Aardman. That means how the studio operates and feels, how we build games, and how we work together and communicate.

Core Responsibilities

- Deliver high quality, stylised character animation for use in UE5, on PC and next-gen consoles.
- Along with the gameplay team, help create dynamic character controllers that provide our players with excellent game feel.
- Help define an integration pipeline that efficiently enables animation to be realised in the game, alongside with the technical team.
- Estimate, schedule and prioritise animation tasks along with the game producer.

- Coach, support, and mentor other members of the team, and provide feedback on their animation.
- Stay abreast of engine and DCC features and techniques.

Required Skills and Experience

People have all sorts of different skills and life experiences. If you think you'd be great in this role, but don't quite fit some of what's below get in touch, and let's talk.

- Excellent 3D animation skills
- Excellent experience creation animation in Maya
- Good experience with Unreal engine animation tools and features
- Good experience with character controllers
- Experience with scoping animation tasks
- Experience with managing and mentoring junior team members
- Experience shipping games on multiple platforms, and all the animation requirements that come with that
- Ability to communicate with technical animator on topics related to skinning, rigging and game engine animation states

Desirable Skills

- Familiarity with squash and stretch animation
- Familiarity with stop motion style animation
- Some familiarity with rigging, skinning etc.