



Gameplay Animator (Contract)

Apply

📍 United States, Los Angeles, CA

Why PlayStation?

PlayStation isn't just the Best Place to Play — it's also the Best Place to Work. Today, we're recognized as a global leader in entertainment producing The PlayStation family of products and services including PlayStation®5, PlayStation®4, PlayStation®VR, PlayStation®Plus, acclaimed PlayStation software titles from PlayStation Studios, and more.

PlayStation also strives to create an inclusive environment that empowers employees and embraces diversity. We welcome and encourage everyone who has a passion and curiosity for innovation, technology, and play to explore our open positions and join our growing global team.

The PlayStation brand falls under Sony Interactive Entertainment, a wholly-owned subsidiary of Sony Corporation.

Please refer to our [Candidate Privacy Notice](#) for more information about how we process your personal information, and your data protection rights.

At SIE, working with our partners, we consider several factors when setting each role's base pay range, including the competitive benchmarking data for the market and geographic location.

Please note that the individual base pay range may vary based on job-related factors which may include knowledge, skills, experience, and location.

In addition, this role is eligible for benefit offerings that include medical, dental, and vision. Click [here](#) to learn more.

The estimated base pay range for this role is listed below, this is an hourly rate.

\$44.38 - \$66.59 USD

Responsibilities

- Work closely with the Animation Director, Animation Leads and the Combat Design Team during the pre-visualization process to develop combat and character navigation 3D pre-vis
- Ideate, implement and iterate on animation assets, balancing the needs of style and function
- Focus on character development, choreography, and timing of each move with the Animation Director and Gameplay Animation Lead
- Collaborate with Combat Designers and Gameplay Programmers to achieve the perfect balance between animation fidelity and gameplay responsiveness, to integrate moves into the game engine, and to monitor and troubleshoot any technical issues that might arise
- Animate keyframed characters, creatures, and props by hand; this includes hand-keyed facial expressions and lip sync as necessary
- Assemble, edit, clean up, and enhance motion capture data shot on stage, including both body and face
- Assemble and prepare navigation, combat, and world interactive move-lists for shooting on the motion capture stage
- Work with the Character Tech Art team to improve character rigs, tools, and workflows
- Proactively facilitate requests or information needs regarding any aspect of the animation creation process
- Actively advance skill set and abilities by keeping aware of industry trends and techniques, evaluating competitive products, and learning new software packages and traditional art methods

Requirements

- 1+ years of industry or related experience
- A strong demo reel that demonstrates expert knowledge of fundamental animation principles and acting skills, and the ability to create a full range of lifelike performances from the subtle to the dramatic and powerful
- Proficient command of weight, timing, and posing through both keyframing and the manipulation of motion capture data
- High level of proficiency in Maya
- High comfort level with learning and utilizing animation systems and game engine pipelines
- Ability to rapidly prototype, iterate, and explore animation style and functionality
- Ability to succeed in a creative, team-oriented environment
- Excellent communication, time-management, and organizational skills
- Ability to work across multiple disciplines to gather feedback and address cross-functional issues
- Strong production sensibilities, and the drive and talent needed to produce and implement the highest quality work
- B.A. in fine arts or relevant curriculum, or equivalent skillset

Preferred Experience

- AAA experience
- Experience working with MotionBuilder
- Experience working with proprietary animation engines and toolsets

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