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Bethesda Game Studios® is the award-winning development team known around the world for their groundbreaking work on The Elder Scrolls and Fallout series. Creators of the 2006 'Game of the Year', The Elder Scrolls IV: Oblivion®, the 2008 'Game of the Year', Fallout® 3, the 2011 'Game of the Year', The Elder Scrolls V: Skyrim®, and most recently, the 2015 'Game of the Year', the record-breaking Fallout® 4. In 2015 the studio also released its first mobile game for iOS and Android devices, Fallout Shelter, which quickly became the top downloaded game in 48 countries and has been downloaded more than 120 million times. Bethesda Game Studios also launched Skyrim VR for PSVR and HTC Vive (PC), and Fallout 4 VR for HTC Vive, as well as Skyrim for Nintendo Switch. Bethesda Game Studios has earned its reputation as one of the industry's most respected and accomplished game development studios. Bethesda Game Studios has offices in Rockville, Austin, Montreal, and Dallas.

Animation Programmer

Division: **Bethesda Game Studios** | Department: **Programming** | Location: Rockville , MD, US

Bethesda Game Studios is looking for a talented Animation Systems Programmer to join our team. Programmers will work closely with artists, lead engine programmers, designers and producers to implement and optimize game features.

Responsibilities:

- Work side-by-side with Technical Artists, Animators, and Gameplay Engineers.
- Own the animation pipeline from concept to realization.
- Create and implement technology and techniques that provide a leading edge animation experience.

Requirements:

- Expert level knowledge of real-time animation systems
- Extensive experience with one or more real-time animation middleware (eg: Havok Animation, Granny, HumanIK, Morpheme) or equivalent custom/in-house solutions
- Experience developing or working with animation blend graphs, real-time IK, animation compression, and/or advanced animation memory management (streaming)
- Enjoys working daily with animators and technical arts to help craft solutions to complex problems
- 5 + years game industry software development experience
- Prior experience acting as an owner of animation systems

Desired Skills:

- Experience developing for multiple platforms (OSX, Windows, PS4, Xbox One)
- Experience with animation systems
- Generalist experience or prior experience in other core areas of game development, such as AI or gameplay programming
- Passion for developing and playing games

How to Apply

To apply for this position you will be redirected to the job submission form at Taleo.com, our third-party applicant tracking system. While Taleo.com is not hosted by ZeniMax Media and does not fall under our Privacy Policy, only employees of our Human Resources department will be able to view your submitted information. Information collected via the job submission form is subject to Taleo.com's privacy policy.

Apply to Position: Animation Programmer

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