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ROCKSTAR GAMES CAREERS

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TORONTO (/CAREERS/OFFICES/ROCKSTAR-TORONTO) . GAME CODE (/CAREERS/OPENINGS/DEPARTMENT/GAME-CODE) PROCEDURAL ANIMATION PROGRAMMER

Rockstar is currently seeking an experienced Procedural Animation Programmer.

We are looking for a talented engineer to help us develop advanced animation and procedural technology. You should have strong initiative, a detailed knowledge of character animation systems and procedural techniques such as ragdolls and IK, as well as a passion for realistic, high quality character motion.

Responsibilities

- Develop, maintain, extend and support a wide range of procedural animation solutions, to achieve a variety of different character behaviors.
- Work closely with both the core animation technology team and gameplay teams across different Rockstar studios.
- Iterate with designers to continuously improve the quality and robustness of physics-driven animation in all Rockstar titles.
- Independently research and develop new procedural animation techniques.


Qualifications

- Strong C/C++ programming skills, OO design skills and 3D math background.
- Detailed knowledge of character physics, ragdolls, IK, and more traditional animation techniques.
- Experience developing within a large existing codebase, collaborating or working independently within a large team.
- Familiarity with optimization and multi-threading techniques.
- Passion for character based games, good eye for character and animation aesthetics.
- Basic understanding of human motion and biomechanics, the cognitive and physiological processes involved, is a definite plus.
- Good communication skills, ability to clearly share complex technical information with programmers, animators, and designers.

Details

- Salary: Competitive.
- Contract: Full-time.
- Location: Any Rockstar studio.

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Rockstar is an equal opportunity employer committed to an inclusive, barrier-free recruitment and selection process. We thank all applicants and advise that only those selected for further consideration will be contacted.

In accordance with Ontario's Human Rights Code, the Accessibility for Ontarians with Disabilities Act, 2005 and Rockstar's Disability Accommodation Policy, accommodation will be provided to applicants, as needed, as part of the hiring process. If you are selected for an interview and have an accommodation request, please contact Human Resources as soon as possible.

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