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Arkane® Studios – with offices in Lyon, France and Austin, Texas – was founded in 1999 and has earned an enviable reputation for creating distinctive games with detailed, immersive worlds. The award-winning development team is known for the innovative first-person action series, **Dishonored®**, which includes the 2012 'Game of the Year' and the critically-acclaimed follow-up, **Dishonored 2®**. Following its release in November 2016, **Dishonored 2** earned over 100 'Best of 2016 Awards' including 'Best Action-Adventure Game' at The Game Awards 2016. Arkane Studios released **Prey®**, the highly-anticipated first-person sci-fi action game, on May 5, 2017.

## Character Animation Engineer

Division: **Arkane Studios - Texas** | Department: **Programming** | Location: Austin , TX, US

Arkane Studios is looking for an **Character Animation Engineer** to join our team in developing AAA games for PC and console systems. The ideal candidate will have experience in the design of robust character animation systems and expert knowledge of skeletal animation in general as well as be a self-motivated, energetic team player with a healthy work ethic and cooperative attitude.

### Responsibilities:

- Collaborate with technical artists, animators and gameplay engineers to develop a character animation system that allows gameplay code to interact with an existing skeletal animation system
- Conceive, develop and maintain animation blend graphs with the animation team to support gameplay requirements
- Make changes to the skeletal animation system when necessary to support gameplay requirements
- Identify and implement platform-specific optimizations
- Work on other game systems and features as required

### Requirements:

- Bachelor's degree in Computer Science, or equivalent experience
- At least five years' experience programming games
- Substantial work with animation systems on at least one shipped AAA game title
- Experience developing and working with animation blend graphs, real-time IK, and animation compression
- Experience with animation systems
- Experience with real-time concurrent systems is a plus
- Excellent C++ language and design skills
- Able to write clear, correct code that is portable and maintainable
- Excellent oral and written communication skills
- Excellent organizational and time management skills

### 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: Character Animation Engineer**

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