**Job Title:** Software Engineer - Animation

**Duration:** 18 Months

**Location:** Redmond Town Center B4

**Job Description**

Work on one of the most exciting and creative intellectual properties in the industry. One of the greatest Gaming Studios is expanding its Animation Workflow team and is looking for a passionate Software Engineer to help drive the future of the game.

**Responsibilities**

* Work closely with technical artists, animators, and other engineers to rapidly prototype new animation features and systems.
* Design, implement, and maintain robust animation and gameplay systems.
* Understand and maintain a large, legacy codebase.
* Debug and optimize key areas of code

**Minimum Qualifications & Skills**

* 2+ years of professional C++ experience.
* Ability to write and document clean, maintainable code.
* Strong interpersonal and communication skills
* Good understanding of algorithms, performance, optimization and debugging.

**Pluses**

* Experience working with large and complex tools and codebases
* Familiarity with game animation systems.