

Lead Animator (With a minimum of 5 years of experience)

Want to work with one of the biggest Danish video game companies making high quality action packed games alongside passionate, empathetic, and amazing colleagues?

Who are we? Slippgate Ironworks is a game development studio located in Aalborg, Denmark. We are fans of hardcore action and strategy games with multiple titles in development, ranging from high-quality indie to AAA. Maybe you have already played some of our games such as **Ghostrunner**, **Ion Fury**, **GRAVEN** and **WRATH: Aeon of Ruin**. Slippgate Ironworks is characterized by Danish working culture, a flat organization with a high team spirit, where we get excited about new ideas no matter who brings them up.

Job Description

As our Lead Animator you have strong foundational knowledge of the animation principles, have worked extensively with technologies used in the industry, and worked with AA / AAA games before. You should also have strong management skills and you will be responsible for multiple teams that consist of 3-7 animators.

Job Responsibilities:

- Have a leading role in the animation team(s) which requires:
 - overlooking the animators' tasks and provide feedback to their work
 - assisting where is needed
 - making sure that every member in the team gets the help and support they require in order to complete their tasks
- Being able to create detailed and complex animations that adhere to game logic and are aligned with the director's creative vision
- Identify and analyze animation requirements and help find new tools and processes to aid production
- Being able to communicate effectively in verbal and written English
- Being able to work at the office in Aalborg, Denmark

Who are you?

We see you as an animator with strong management skills with at least 2 years of experience being a lead or a manager and having at least 5 years of experience working as a game animator on AA or AAA games with strong foundational animation skills and knowledge of animation principles, pipelines, and best practices.

Role Requirements:

- Minimum of 5 years of experience working as a game animator on AA/AAA games
- Minimum of 2 years of experience working as a lead or manager
- Have strong foundational knowledge of animation principles and pipelines
- Have some or great knowledge of related areas to animation (such as rigging)
- Want to work as a lead in games projects
- Have experience working with standard software like Maya, Blender, Motionbuilder, etc. for game animation

Practicalities

Location: Offices in Denmark (with relocation)

Expected starting date: As soon as possible

Job type: Full-time

Level of experience: Senior

How to apply? Email us at jobs@slipgate-ironworks.com with:

- i. CV
- ii. Link to your portfolio
- iii. Anything else related to your background and experience