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## ROCKSTAR TORONTO GAMEPLAY PROGRAMMER - ANIMATION

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Rockstar Toronto is searching for enthusiastic individuals to join our Gameplay team. As part of the team you will be directly involved in creating the end user experience, determining how player input translates to character control, how we go from discrete animations to a movement system that flows, how we bring the world to life.

### RESPONSIBILITIES

Reporting to the Lead Programmer, you will be responsible for implementing tasks to specifications. Within the Gameplay team, you will work on a wide range of areas in an established codebase, including:

#### Character Mechanics

- Work with our next generation animation system that includes motion-capture, facial animation, parameterized motion, and procedural animation tools and technologies.
- Create blend trees that combine animations, which are driven from both player and AI input.
- In conjunction with animators, finely tune and polish systems to produce the best combination of realism and responsiveness.
- Work closely with game project teams to assist in integrating animation technology into games, identifying extensions to that technology, and creating those improvements.

#### Gameplay Mechanics

- Weapon and damage systems.
- Create the illusion of densely populated worlds.

### QUALIFICATIONS

- Minimum of 2 years commercial games programming experience.
- A degree in computer science, mathematics, or equivalent.
- Experience developing games for XBOX, Playstation, or PC.

### SKILLS

- Solid C/C++ programming skills.
- Strong math skills, knowledge of vectors, matrices and linear algebra.
- Excellent problem solving ability.
- Good team communication skills.
- Passion for playing and creating cutting edge video game experiences.

### DESIRED SKILLS

- Experience developing player character mechanics in a third person game.
- Understanding of the interaction between the player, AI, physics and animation.
- Familiarity with inverse kinematics, forward kinematics, animation compression schemes, animation blending and morph targets.
- In-depth familiarity of Rockstar products is a massive plus.

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