FALMOUTH UNIVERSITY

JOB DESCRIPTION

Job title:	Game Animator
Grade:	Grade 5
Responsible to:	Prof. Tanya Krzywinska
Date:	July 2022
Contract Type:	Full time, fixed term for 2 years

Job purpose

The Game Animator role has responsibility for visual delivery of the game output for the Attune collaborative research project (*Understanding mechanisms and mental health impacts of Adverse Childhood Experiences to co-design preventive arts and digital interventions*), over the two years of the game development phase of the project. The project aims to test a co-designed and bespoke game made with the aim of improving young people's mental health and to encourage those who have experienced trauma to seek help.

The role combines specialist knowledge of art and animation for games. The postholder will work closely with a team dedicated to the development of the game over the course of two years. Collaboration will also be with a wider interdisciplinary team including specialist mental health professionals and academics as well as with young people who play a role in co-designing the game.

The postholder will have knowledge and experience of professional game art and animation, be able to demonstrate a track record in art and animation for games and be able to work to deadlines. The postholder will be able to work in an interdisciplinary and collaborative context, demonstrating practical problem solving in a mobile development context, coupled with excellent inter-personal skills.

The ATTUNE project is part funded by the Medical Research Council (MRC), Economic & Social Research Council (ESRC) and the Arts & Huminites Research Council (AHRC).

Health and safety at Falmouth University

The University takes health and safety matters very seriously. All staff have a responsibility to take reasonable care for the health and safety of themselves and others who may be affected by their actions and omissions. They also have a duty to comply with the University's arrangements for health and safety. Staff with responsibility for others must ensure the proper enactment of university policy within their areas in line with levels of responsibility set out in the University's Health and Safety Policy.

Main duties and responsibilities

1. Develop and deliver the art and animation assets for the project's game.
2. To work in close collaboration with the other members of the game development team.
3. Coordinate and manage the development of art and animation for games working with a sprint methodology and rapid prototyping.
4. Collaborate with the wider project team and centralise co-design with the young people who are part of the project team leading to requirement analysis and scoping.
5. Provide technical knowledge relevant to visual content development.
6. Ensure that the visual dimension of game development yields the required outputs, to a professional standard of quality and within the specified constraints of time, resources, and cost.
7. Engage and manage technical resources supplied by third party suppliers to deliver technical work packages.

General duties and responsibilities

1. Work within and actively support the equality and diversity policies and practices of Falmouth University.

2. Notify a more senior member of staff of any errors or concerns at the earliest opportunity.

3. Participate in the annual Performance Development Review process.

4. Ensure that the university's cross-cutting themes of partnership, equality and diversity and sustainability inform all activity related to the role.

5. Ensure communications systems and practices support effective management arrangements and promote good relations with staff and students.

6. Work within a framework of effective governance, ensuring compliance with relevant regulations, legislation/policies and procedures.

7. Responsibility for continuing self-development.

8. Undertake other duties not specifically stated above, which from time to time are necessary for the effective performance of the University's business without altering the nature or level of responsibility involved.

Health & safety requirements

In relation to health and safety, you are responsible for ensuring that:

- You comply with safe systems of work in operation within your work area.

- You work co-operatively with other staff who have responsibility for health and safety requirements.

- You report any health and safety concerns to your manager or other responsible member of staff as soon as these are identified.

- You attend training as appropriate to your role (see the relevant health and safety training grid for requirements).

- You may be required to undertake duties as a first aider (for which a separate allowance is paid).

PERSON SPECIFICATION

Job title: Business Information Systems Project Manager

Attributes	Essential requirements	Desirable requirements
Education and qualifications	Degree or equivalent qualification, training or extensive experience in a relevant industrial role.	

Experience and knowledge	Proven professional experience of creating art and animation assets for games using professional game making software tools.	Experience of working within Higher Education environment
	Demonstration of creative capacity in an animation and art games context.	Experience of working with young people
	Proven project planning and management skills.	
	Established ability to understand and interpret Research, Innovation and Administrative processes.	
	Understanding of co-design principles, rapid prototyping and sprint methodologies.	
	Experience of developing and implementing comparable software.	
Skills and personal requirements	Technical abilities in art assets dev software used in game development pipeline (e.g. Photoshop, Maya/3ds Max, Zbrush, Substance Painter, Houdini)	Interest in the use of games to promote good mental health.
	Skills in character design and creation (including rigging, skinning, keyframe, physics and mocap animation)	
	Familiar with at least one major game engine (Unity preferred)	
	Advanced understanding of visual language: lighting, shading, colour, perspective, and special effects	
	Strong prioritising and time management skills, to manage a substantial workload with conflicting priorities and the ability to meet deadlines.	
	Ability to communicate clearly and effectively at all levels within the organisation, including sharing knowledge and developing productive working relationships with stakeholders/partners.	
	Analytical and problem-solving skills.	
	Ability to work on own initiative and ability to	

	work within a team to ensure critical deadlines are met Ability to work accurately and pay attention to detail.	