



Position: MOTION GRAPHICS DESIGNER

Location: New York, NY

Contract: Starts ASAP, Full-time/Permanent Position

Contact: dana@rachelelewis.com

RLT is looking for a Motion Graphics Designer for a leading Games Company that creates world-class entertainment experiences. Become part of a team that's working on some of the most creatively rewarding and ambitious projects to be found in any entertainment medium. You would be welcomed to a dedicated and inclusive environment where you can learn and collaborate with some of the most talented people in the industry.

This experienced Motion Graphics Animator will assist making motion graphics for various assets. These could include video trailers, commercials, social media, and more. The ideal candidate will be well experienced in After Effects, familiar with working in a production environment, and passionate about motion graphics and working on Games.

- The Motion Graphics team creates various animations for marketing campaigns and other areas as needed by the company.
- Design high-quality motion graphics for multiple platforms and mediums.
- Work closely with the Marketing and Art teams to create a unified creative vision.

RESPONSIBILITIES:

- Create and implement animated title and logo work for trailers and TV commercials.
- Design high-quality motion graphics, transitions, show openings, lower thirds, etc.
- Create a variety of short form animations to be used in game.
- Work with the team of Video Editors and Producers to deliver compelling graphics for a variety of different projects.
- Organize and maintain motion graphics templates and assets for international markets for TV commercials and game trailers.
- Work with others on the creative team to help visualize and develop fun and dynamic animation features for use in video games.

QUALIFICATIONS:

- Bachelor's degree and 2+ years of related experience.
- **Must have a demo reel of videos to be considered for this role.**
- Excellent knowledge of animation production.
- Fluent in After Effects.

SKILLS:

- Strong 2d design skills.
- Strong creative skills.
- Ability to work in a team environment with other animators.

PLUSES:

- Please note that these are desirable skills and are not required to apply for the position.
- Background in broadcast.
- 3d experience.
- Experience playing and love of video games.

If you fit the criteria, the next step would be setting up a phone call where we can give you full details after signing an NDA.

Thank you - <http://rachellelewis.com/>

Contact: dana@rachellelewis.com with resume and reel if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to candidates