

Job Hunting

For Animation and Games design students

What final year students need to
do and when

m.hall@uwtsd.ac.uk

Melanie Hall
UWTSD Careers adviser
Swansea Campuses

THE GOOD NEWS!

YES – THERE
ARE JOBS OUT
THERE!

(1390 animation jobs
advertised on the
Ziprecruiter website)

<https://www.ziprecruiter.co.uk/jobs/search?q=animator&l=&lat=56.18&long=-4.38&d=50>

The **bad** news...

- Job hunting in the creative areas is complex.
- You will need to use more than one method of job search to get your first job:
 - Applying to advertised jobs
 - Sending out your CV on Spec
 - Networking and making industry contacts

Where to look for Games development and Animation jobs

- Ziprecruiter

<https://www.ziprecruiter.co.uk/jobs/search?q=animator&l=&lat=56.18&lon=-4.38&d=50>

1390 vacancies

- Screen Skills Wales

Interactive Games development firms map – use for speculative job hunting

<https://map.gamesmap.uk/?inactive=false#viewport=%7B%22zoom%22%3A5%2C%22latitude%22%3A54.86%2C%22longitude%22%3A-4.102%2C%22bearing%22%3A0%2C%22pitch%22%3A0%7D>

- Glassdoor (23 entry level jobs)
https://www.glassdoor.com/Job/unit-ed-kingdom-animator-jobs-SRCH_IL.0,14_IN2_KO15,23.htm?seniorityType=entrylevel

Short term

Paid & Voluntary Experience

Mandy.com (12 opportunities as at Feb 23rd)

https://www.mandy.com/uk/jobs/crew?search=animator&state_uid=0&radius=100

Technology Resource Assistant

Posted 10th Feb 2023 - Bristol

Seeking a Technology Resource Assistant to join **Aardman Animations** to create a range of stop-motion animation feature films and series.

Dates & Locations: Start date ASAP, in Bristol

You Need a systematic way to Job Hunt!

Use job descriptions to help you!

- Detailed information about the employer's ideal worker is provided in the job description and person specification.
- This is CRUCIAL information that must be used by you when writing your application forms and C.V.s

Job Descriptions

- Job description

A job description is a summary of the main duties and responsibilities associated with the post. It should detail any responsibilities attached to the post and who line manages the post.

TIP – look up the line manager on linkedin and check their experience and interests!

Person Specifications

- Person Specification

The person specification is a description of the essential and desirable skills, qualifications and qualities that the job holder needs in order to be able to perform that job successfully.

Interview questions should be related to this!

Writing CVs – A systematic way to do it

Analysing the job description

- Reading a job description isn't as straight forward as you might think!
- You will need to do some detective work, reading between the lines, to find out exactly what skills and qualities the employer really wants.



Graduate Animator: Job description

Job Purpose: Help to create and integrate well executed animation elements.

Responsibilities

- Develop and maintain **knowledge** from the Game Design documents;
- Follow Animation direction to **realise the expected quality** in fluidity, uniformity, justice etc.; **Use the 3D models and rigs** provided **to create animations** using the chosen style;
- Build relationships** with Technical Animators, Designers and Programmers in order to best deliver your work while **understanding technical constraints**;
- Work to deadlines, Respond quickly to changing** requirements, feedback; **Understand and follow best practices**, production pipelines and workflows;
- Adhere to the technical requirements** of the game and the consoles use;
- Check your work in-game and through regular **playing help identify improvements, consistency and optimisations** that can be made;
- Correct animation bugs** as entered in the database for example with weight perception problems, discontinuity of movement etc.;

Animator: Person Specification

PERSON SPECIFICATION

Skills and Knowledge

- Good interpersonal and **communication skills**; Willingness to develop an understanding of **how other disciplines interact with Animation**;
- **Good working knowledge of Animation techniques** which can be applied to **create good quality work**;
- Ability to work on animations from **concept, through source and implement into engine**;
- Familiarity with **data management software** (such as Perforce) is desirable;
- Good working knowledge of industry standard animation software such as **3DS Max, Maya and Motion Builder**;
- **Knowledge of the video game industry** and awareness of typical video game development processes is desirable; Exposure to industry game engines, design toolsets and production pipelines is desirable.

What skills are Creative Employers looking for?

- **Technical Knowledge** = industry standard software 3DS Max, Maya and Motion Builder; Use 3d models and Rigs; Familiar with data management software
- **Creative skills**
 - = Contribute to animation process - concept, through source and implement into engine;
 - = creative flair and style: need your Show Reel!
 - = Good knowledge of animation techniques
- **Interpersonal skills**
 - = Good communication – Listener and talker!
 - **Team skills** = able to build relationships and understand how other disciplines interact with animation, Cooperative & helpful attitude.
 - **Meet deadlines** = Hard working & Motivated, don't have to be asked to do tasks.

What skills are they looking for?

Knowledge and proof of your interest in Animation!

**OVER AND ABOVE JUST HAVING STUDIED YOUR
DEGREE!!!**

What skills do Level designers need?

- **Creativity**: come up with new challenges and missions
- **Knowledge of gameplay**: imagine the game, see it visually and develop the gameplay mechanics
- **Knowledge of programming**: understand programming, have some scripting language competence
- **Physics**: understand how objects respond according to the laws of physics
- **Art**: have a **strong spatial awareness** with **2D and 3D design skills**
- **Communication**: work with other artists and the design team and share the vision with games developers

Match it up to your experience

- You need to show the employer that you understand what skills are necessary to be able to fulfil the Animators duties.
- You then need to think about examples from your experiences in work or your personal life that demonstrate you have these skills or qualities.

How to structure your examples

Explain your answers using –

C A R E or S T A R

Context – Describe the where/when/ **S**ituation of your example?

Activities – What were your specific **T**asks duties/actions ?

Results – What was the outcome? Give specifics / quantities and/or say what you learnt from this.

Explain – Link this example back to the job description, explain how it shows you can fulfil X element of the job.

Example **STAR** Paragraph

- During my time at university, I have been involved in an interdisciplinary group project, with the goal of investigating “Feeling First Design” in games and developing a prototype. My role in our interdisciplinary team of six is to research the viability of Virtual Reality technology within the paradigm of “Feeling First Design”, then integrate this into a workable solution. Clear communication, cooperative teamwork and valuing input from all team members has been vital for us to succeed and we gained a first class grade for our work on this project.

Stainless Games Job Description

All applicants must have:

- * Demonstrably strong C++ skills.
- * Problem-solving mindset.
- * Understanding of gameplay technologies, such as AI, Physics, Navigation, Scripting, UI,
- * Good BSc degree in relevant subject or equivalent qualification.
- * Fluent English.

Desired:

- * Good demonstrable knowledge of C#.
- * Experience with scripting languages (Lua).
- * Middleware experience (Unreal Engine 4, Unity 3D).
- * Familiarity with agile development methodologies.
- * Platform experience beyond PC (Xbox One, PlayStation 4, Switch, iOS/Android).

Working in an agile environment you'll need:

- Good communication skills working with multiple disciplines (code, art, design, QA, production). Ability to work flexibly, and to deadline. Self-motivation.
- When applying, please provide a cover letter, CV any relevant links to work if possible.

What does a great CV look like?

- 2 sides of A4 max
- Reverse chronological order
- Needs a 'Career Focus' section and an 'Animation/Games development Skills' section
- Should tell an employer what you can do, and what additional talents you can bring to the organisation.

EXAMPLE CAREER FOCUS Section

I am currently completing a BA (Hons) Animation at the University of Wales Trinity St David, (predicted grade **2:1**). I have used Maya and Motionblender to create characters and objects for short films and documentaries on topics ranging from internet safety for primary pupils and a muppet inspired Easter Story.

I have worked as a camera assistant (unpaid) and used the clapper boards and assisted the camera operator to film a short piece about Swansea's homeless community.

I have worked in retail and have successfully managed my time combining work responsibilities whilst maintaining excellent academic results.

I am now seeking to bring my visual style and animation expertise, together with my strong work ethic to a role in the VFX side of the Film and TV industry.

Career Focus

I am currently completing a BA (Hons) Animation at the University of Wales Trinity St David, (predicted grade **2:1**). I have used Maya and Motionblender to create characters and objects for short films and documentaries on topics ranging from internet safety for primary pupils and a muppet inspired Easter Story. I have worked as a camera assistant (unpaid) and used the clapper boards and assisted the camera operator to film a short film about the perils of Swansea's homeless community.

I have worked in retail and have successfully managed my time combining work responsibilities whilst maintaining excellent academic results.

I am now seeking to bring my visual style and animation expertise, together with my strong work ethic to a role in the VFX side of the Film and TV industry.