

## Principal Presentation Artist

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Company: Electronic Arts

Location: Austin

Category: other-general

### Responsibilities

Create 2D/3D storyboards, animatics, mood boards or other forms of previz to help define the creative goals of product presentations.

Create and establish best practices for in-engine character animation, facial animation, and camera behaviors to support overall narrative and VO performances at high quality.

Work with Senior Presentation Director and team members to guide motion capture efforts in the creation of core systemic body animations and performances.

Through demonstration, work with Senior Presentation Director and creative leadership to establish the quality standards for our systemic in-game presentations.

Work in tandem with Senior Presentation Director and technical team members in the development of presentation tools and pipelines ensuring efficient and high-quality output.

Through establishing the quality bar for studio presentations mentor and nurture the career development of the studio's presentation team.

Work with the Senior Presentation Director and Technical Art and Engineering Teams in the identification and maintenance of engine technology requirements and performance metrics needed to meet presentation product goals.

### Qualifications

Minimum 10 years' experience in the games industry. 4+ years as a Principal Cinematic

Artist, Principal Presentation artist or equivalent.

We encourage you to apply, even if you don't match every qualification listed above. Let us know why this role appeals to you, why you will be great, what unique perspectives you will bring, and which requirements will challenge you to grow.

Ceci ne s'applique pas au Québec.

## COMPENSATION AND BENEFITS

The base salary ranges listed below are for the defined geographic market pay zones in these locations. If you reside outside of these locations, a recruiter will advise on the range and benefits for your specific location.

EA has listed the base salary ranges it in good faith expects to pay applicants for this role in the locations listed, as of the time of this posting. Pay offered will be determined based on numerous relevant business and candidate factors including, for example, education, qualifications, certifications, experience, skills, geographic location, and business or organizational needs.

## BASE SALARY RANGES

- California (depending on location e.g. Los Angeles vs. Sacramento):

  - \$138,200 - \$219,000 USD Annually

- New York (depending on location e.g. Manhattan vs. Buffalo):

  - \$136,600 - \$219,000 USD Annually

- Jersey City, NJ :

  - \$171,100 - \$219,000 USD Annually

- Colorado (depending on location e.g. Denver vs. Colorado Springs):

  - \$153,100 - \$206,200 USD Annually

- Washington (depending on location e.g. Seattle vs. Spokane):

  - \$136,600 - \$202,300 USD Annually

- British Columbia (depending on location e.g. Vancouver vs. Victoria):

° \$126,000 - \$176,300 CAN Annually

Base salary is just one part of the overall compensation at EA. In the US, we offer a package of benefits including paid time off (3 weeks per year to start), 80 hours per year of sick time, 16 paid company holidays per year, 10 weeks paid time off to bond with baby, medical/dental/vision insurance, life insurance, disability insurance, and 401(k) to regular full-time employees. Certain roles may also be eligible for bonus and equity. For British Columbia, we offer a package of benefits including vacation (3 weeks per year to start), 10 days per year of sick time, paid top-up to EI/QPIP benefits up to 100% of base salary when you welcome a new child (12 weeks for maternity, and 4 weeks for parental/adoption leave), extended health/dental/vision coverage, life insurance, disability insurance, retirement plan to regular full-time employees. Certain roles may also be eligible for bonus and equity.

### **About Electronic Arts**

Everything we do is designed to inspire the world to play. Through our cutting-edge games, innovative services, and powerful technologies, we bring worlds with infinite possibilities to millions of players and fans around the globe.

We're looking for collaborative and inclusive people with diverse perspectives who will enrich our culture and challenge us. We take a holistic approach with our benefits program, focusing on physical, emotional, financial, career, and community wellness to support our people through every chapter of life. We provide comprehensive benefit packages and support for a balanced life with paid time off and new parent leave, plus free games and so much more. Our goal is to provide a safe and respectful workplace that empowers you to thrive in both work and life.

Electronic Arts is an equal opportunity employer. All employment decisions are made without regard to race, color, national origin, ancestry, sex, gender, gender identity or expression, sexual orientation, age, genetic information, religion, disability, medical condition, pregnancy, marital status, family status, veteran status, or any other characteristic protected by law. We will also consider employment qualified applicants with criminal records in accordance with applicable law. EA also makes workplace accommodations for qualified individuals with disabilities as required by applicable law.

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