

Will you be part of our adventure?

We are looking for enthusiastic team members who take pride in what they do. We want people who have great ideas and want to be heard, people who think no job is too big or too small, people who feel the team spirit and want to excel! Does this sound like you?

We're looking for a talented Animator to join our team. This individual will use their hand-keyed animation talents to help bring characters and environments alive in our rich and unique game worlds.

We are a small team, so duties will vary, but some common things to expect are:

- Ability to create endearing keyframed animations on a variety of different characters
- Ability to showcase character through body language and emotions for in game animation needs and potential cinematics
- Working with pipelines from the 3d package to unity
- Experience implementing animation trees
- Shipped at least one game in your professional career
- Ability to rapidly iterate and provide prototype animation content and features
- An understanding of weight and motion in both characters and objects
- An understanding of body types and skeletal structures

What will help you be successful in this role?

- Loves playing and creating games
- A deep understanding of 3DS MAX and/ or Maya
- Understanding of Maya to Unity workflow
- Strong communication skills
- Knowledge of Unreal is a plus
- Able to build and maintain animation rigs
- Works well with other animators as well as designers and programmers

To apply, please send a resume and portfolio to hiring@playfulcorp.com