

Stellenangebot vom 13.11.2018

## Senior Animator - Games (m/f)

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
PLZ / Ort:	20459
Land:	Deutschland

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### Firmendaten

Firma:	<b>Deep Silver FISHLABS</b>
Straße & Hausnummer:	Ludwig-Erhard-Str. 1
PLZ / Ort:	20459 Hamburg



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### Ansprechpartner

Name:	Christoph Hillermann
Position:	Director Human Resources
Straße & Hausnummer:	Ludwig-Erhard-Str. 1
PLZ / Ort:	20459 Hamburg
E-Mail:	jobs@dsfishlabs.com

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### Job-Beschreibung

#### Your Crew

Being part of small art team you will work in a positive and productive environment on state of the art 3D games for consoles. Collaboration and mutual feedback will help you to grow both on a professional as well as on a personal level.

Everyone at Fishlabs shares one common goal: to create a great visual experience on multiple platforms. In a relaxed environment where team members have the time to learn from each other, and everyone plays an important role in the development of our upcoming state of the art games.

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## Mission Briefing

- Plan and animate cinematic space action sequences and make childhood dreams come true
- Team up with your Cinematic Director and use character performance capturing to bring an epic narrative to life
- Prove your attention to detail with carefully keyframed spaceship animations in all thinkable variations
- See your work come to life in the Unreal Engine on Playstation4

## Skillset

- You participated on at least one AAA production as a key contributor for animation
- Self-motivation, good communication skills, and a great team-player attitude
- A deep understanding of weight, timing, gesture and shape related to movement
- Experience structuring and maintaining a process, rigging, and prototyping
- Planning game side animations systems together with a Technical- and Effects Artists, and seeing them through to completion
- Demonstrated ability to work with performance capturing on at least one AAA production
- Experienced in working with performance capture data (Planning, Directing, Creating Animations from clips)
- Proficient in the process of cleaning and integrating captured animation data into the engine
- Able to assist in organizing performance capture shot list for the epic narrative of the game

## Mission Support

- *Here's to you!* Fresh fruit, free beverages and special conditions for gym membership
- *Do it!* Personal responsibility, freedom and short decision-making routes
- *The Unit!* Open office, friendly atmosphere and with professionals always willing to lend a hand
- *There you are!* Centrally located, bright and modern offices where creativity flourishes
- *Have Fun!* Of course play some games along the way
- *And what else!?* Learn [more](#) about your new professional homebase



We are looking forward to your application. To give us a more extensive first impression of you, a substantial application will be appreciated. The minimum content should be a short motivation letter and your CV. If you have questions regarding the application just drop us an e-mail at [jobs@dsfishlabs.com](mailto:jobs@dsfishlabs.com). An application via our [online tool](#) is preferred.

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