

Joboffer dated from 01/19/2018

Senior 3D Animator

Field: Art / Layout / Illustration

Type of employment: Full-time
Entry date: immediately
Zip Code / Place: Amsterdam
Country: Netherlands

Company data

Company: Force Field Entertainment B.V.

Street adress: Westerdoksdijk 421 Zip Code / Place: 1013 AD Amsterdam



Contact Person

Name: Judith Brons Position: HR Manager

Street adress: Westerdoksdijk 421
Zip Code / Place: 1013 AD Amsterdam
E-mail: jobs@forcefieldvr.com

Job description

The Senior 3D Animator is highly experienced in breathing life into games. Having an excellent feel for the core animation principles and advanced knowledge of game engine implementation (UE4 preferred) are two key aspects that should both be demonstrated in the applicant's portfolio.

KEY RESPONSIBILITIES:

- Create convincing character- and object animations;
- Work with game designers to implement the animations into the game engine;
- Help set up the animation style and pipeline;
- Mentor less experienced animators to improve their artistic- and technical output.

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DES	IRED SKILLS AND EXPERIENCE:
•	Excellent eye for core animation principles (timing, weight etc.); Knowledge of both hand keyed and motion captured animation; Advanced knowledge of animation within a game engine; Advanced rigging & skinning knowledge; Strong modeling & texturing knowledge (to prevent edge loop problems etc.).
BON	US SKILLS AND EXPERIENCE:
•	Expert rigging and skinning; Experience with ART in Maya & UE4; Affinity and experience with VR games.
ABOUT YOU:	
•	You are a driven and experienced 3D game animator; You are creative and structured; Ideally you have 4+ years of game industry experience in or close to a senior role.
WE	OFFER:
•	Working in a creative and quality driven environment with enthusiastic colleagues; A great spot to learn and share knowledge; Benefits according to experience and job; A healthy work-life balance; Studio location in the heart of Amsterdam.

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