

Joboffer dated from 07/05/2019

Animator (f/m/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

Company data

Company:	YAGER Development GmbH
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Contact Person

Name:	Human Resources
Position:	
Street address:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin
E-mail:	contact-hr@yager.de



Job description

We are looking for a talented Animator who loves working in interdisciplinary teams in a fast-paced and creative environment to come join our team and develop amazing games with us!



Responsibilities

- Create engaging and believable in-game animations while working within the constraints of the brief, technology and game design
- Troubleshoot and solve technical production issues together with team
- Quickly master in-house tools
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Maintain animations after they are implemented, take a strong interest in the final result of a feature

- Work closely with other disciplines in small interdisciplinary teams in order to achieve features that are more than the sum of their parts
- Track time invested in tasks and provide estimates for future tasks in order to assist the team with planning
- Take part in review cycles, both in providing feedback for coworkers and showing eagerness to improve based on feedback from team members

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Qualifications

- 3+ years of professional experience in game production
- Strong Maya knowledge
- Strong key frame animation skills
- Ability to balance between quality and speed depending on brief
- Ability to handle and prioritize multiple tasks, meet deadlines and to excel under production conditions
- Good communication skills across multiple disciplines; ability and willingness to accept and follow direction and to work collaboratively
- Strong verbal and written communication skills in English
- Passionate about video games

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Desirable skills

- Professional experience with 1st person animation
- Professional experience with creature animation
- Good knowledge of the Unreal Engine, Animation Blueprints in particular
- Knowledge in Motion Builder
- Experience with Motion Capture Data

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Employment details

- Full-time and on-site ☐
- Status: employment ☐
- Start: as soon as possible

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Benefits

We support you all the way

Relocation bonus and ongoing support and assistance

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Occupational pension scheme



We care about your well-being

Flexible working hours

Fresh fruit and vegetables every day

Hot and cold beverages of your choice

In-house massage



We encourage continuous learning

Extensive games/books library

Dedicated Talent Development Manager

Participation at various game conferences



We know how to have fun

A variety of exciting Team Events

Summer and Christmas Party

Beer and soft drinks for Friday meetings



Join our Team!

If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.

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