

Joboffer dated from 05/28/2021

Senior 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



Job description

Would you like to be part of a new IP packed with innovation where you can make an impact on the players' experience and leave a mark in the landscape of games?

We are currently seeking a talented and experienced ☐Senior Animator☐ to join our team behind our unannounced project, new IP, where gameplay experience is a unique blend of third-person shooting & melee combat, in an open world that lets you choose your own goals, together with others.

As a ☐Senior Animator☐ you will be expected to work autonomously and support juniors in creating believable human animations supporting the mix of shooting and melee gameplay. ☐ We work in multidisciplinary teams, and you will be part of an experienced team that has a lot to offer and encourages you to grow with us together!

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We believe the best games are made by diverse teams and welcome applicants from all backgrounds.

Responsibilities

- Create engaging and believable in-game animations, working closely together with animation direction and other disciplines of the team
- Maintain animations after they are implemented, taking 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
- Quickly master in-house tools and suggest improvements
- Estimate high-level goals and provide solutions to high-level problems in planning
- Play a significant role in review cycles, both in providing feedback for coworkers and improving based on feedback from team members
- Mentor and spread knowledge to other team members
- Take ownership of animations and features as a whole while still incorporating feedback

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Qualifications

- 5+ years of professional experience in game production
- Professional experience with 3rd person animation
- Strong Maya knowledge
- Good knowledge of the Unreal Engine, Animation Blueprints in particular
- Very strong key frame animation skills
- Experience with Motion Capture Data
- Experience with any game engine, preferably Unreal Engine
- Ability to handle and prioritize multiple tasks, make adjustments of scope to meet deadlines and to excel under production conditions
- Excellent communication skills across multiple disciplines; ability to work closely with direction in order to achieve great results, and to work collaboratively
- Strong verbal and written communication skills in English
- Passionate about video games

☐

Desirable skills

- Knowledge in Motion Builder
- Basic rigging and skinning knowledge

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Employment details

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- Full-time
- Status: employment
- Start: as soon as possible



Benefits

We support you all the way

Relocation bonus and ongoing support and assistance, 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, monthly company events, fitness Club membership, Berlin public transportation Jobticket

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, regular in-house social events, Summer and Christmas Party, beer and soft drinks for Friday meetings



If this sounds like you, and you love to work in a creative environment with people passionate about their work, we are looking forward to getting to know you!

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