

Joboffer dated from 09/30/2021

## Regular Animation Artist (f/m/d) Nine Worlds Studios

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	81739 München
Country:	Germany

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### Company data

Company:	<b>Kalypso Media Group GmbH</b>
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms



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### Contact Person

Name:	Nicole Göhrig
Position:	HR Managerin
Street adress:	Wilhelm-Leuschner-Straße 11-13
Zip Code / Place:	67547 Worms

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### Job description

**Nine Worlds Studios** in Munich, Germany, is a **newly formed game development studio** under the roof of Kalypso Media Group. Our experienced team of game development professionals works on internationally renowned IPs, creating fresh and innovative video game products for Next-Gen Consoles and PC. We're looking for development colleagues with a good sense of team spirit and a high standard of quality, to create great games for players worldwide.

As a member, you will work closely with the whole team and have a significant impact on our projects.

To support our team, we are looking for a **Regular Animation Artist (f/m/d)**

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### **Responsibilities:**

We are a team of very self driven artists that do not shy to investigate new tools to always improve our existing workflows. This is also reflected in our day-to-day work where we constantly strive to find the best workflow possible to achieve the best result.

But the real big part of how we develop games is the work in the Unreal Engine. For animating that means, that you will get the possibility to update and work with your animations right in the engine - with Tech-Art Support for setup, tools and technical knowledge, of course.

- taking part and initiative in finding the best way to achieve the desired result
- always aim to educate yourself further
- working on art related performance problems and iterating animations however often it takes to achieve the best result possible

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### **Required Qualifications:**

- at least 4 years of experience as an Animator
- team driven person - you do not shy away from showing your work to gather feedback
- be able to work closely with tech art, game design, tech, and every other department in the company
- good communication skills in English

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### **Software you'll be using :**

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- An Animation tool (preferredly Blender)
- Unreal Engine (also for animating)

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### **What we offer:**

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- Work on an internationally renowned game IP
- The possibility to not only animate humans, but also animals and mechanical things (from mice to vehicles - if it moves, it can be yours )
- Be part of a new but experienced team and shape the work environment
- A motivated, passionate and ambitious team
- Free coffee, milk and tea
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**Interested:**

Please send us your CV and complete documents, Attn: Mr. Thomas Schneider

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