

Joboffer dated from 10/07/2022

## Lead Technical 3D-Animator (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	22453 Hamburg
Country:	Germany

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### Company data



Company:	<b>Daedalic Entertainment GmbH</b>
Street address:	Papenreye 51
Zip Code / Place:	22453 Hamburg

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### Contact Person

Name:	Martin Ditter
Position:	Head of Finance and HR
Street address:	Papenreye 51
Zip Code / Place:	22453 Hamburg
E-mail:	jobs@daedalic.de

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### Job description

#### Reference ID: DE-LEAD-TAN-22

- Immediately
- Full time
- In Hamburg/ Remote



#### Your tasks:

- Fulfil your own dream and work with a highly motivated team on the multi-platform title

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Quinke Networks GmbH  
Bei den Mühlen 70  
20457 Hamburg / Germany

"The Lord of the Rings: Gollum" (UE4) as well as its follow-up project (UE5)

- Bring Middle-earth to life, optimise the animation and rigging pipeline for The Lord of the Rings: Gollum and develop our new animation and rigging pipeline for animations and cutscenes for the follow-up project
- Work with state-of-the-art technology to enable the animation team to create high quality and efficient animations and cutscenes
- Work closely with programmers and animators to create the best possible in-game and cutscene animations
- Create and edit mocap animations in-house and in external studios

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## Your profile:

- Several years of professional experience as a technical animator in the industry
- You have a first-class understanding of animation technologies such as rigging and skinning
- You have already managed a small team and enjoy doing so
- Very good knowledge of Maya is a prerequisite, further knowledge of similar 3D software and/or similar animation tools is welcome
- You know the Unreal Engine 4 and 5 and the animation tools of the engine and can create blendspaces and animation blueprints
- Experience in the field of character animation is a prerequisite
- Experience in the field of creature animation is an advantage but not a prerequisite
- You already have experience with the recording and processing of motion capture animations, both in connection with in-game animations and complete cutscenes/ cinematics
- You have a structured, independent and conscientious way of working
- You are a team player, curious and enjoy working efficiently with good tools
- You identify technical problems and offer appropriate solutions
- You have a very good command of German and/or English, both written and spoken

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## Our offer:

- The opportunity to work with us on several multi-platform AAA productions, based on the world-renowned IP "The Lord of the Rings"
- Work on current and next gen platforms, including Unreal Engine 5
- Challenging and varied tasks in an internationally oriented company
- An interesting and responsible job with your own creative freedom in a friendly team
- Extensive development opportunities
- Professional workflows and processes
- The opportunity to actively shape the day-to-day work in a collegial team and to play a decisive role in shaping the quality of the projects

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## Contact:

If you are looking for a challenge, like to learn new things and would like to practically apply and deepen your existing knowledge, then we look forward to receiving your application.

Please send your complete application documents including your reference ID, the earliest possible starting date and your salary expectations (cover letter, CV, certificates, work samples and similar references) in a PDF file (max. 50 MB) by e-mail to:

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**jobs@daedalic.de (contact person: Martin Ditter).** ☐ **Reference ID: DE-LEAD-TAN-22**

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We at Daedalic offer you to replace your first and last name with an alias (not a requirement!). Please also note that your application should NOT include a photo!

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