

3D ANIMATOR

RESPONSIBILITIES:

- Create keyframe animations for Game and Cutscene purposes
- Do a realistic facial animation for a game characters
- Use a mocap data for realistic animation of game characters
- Make a realistic first person animation for various melee and firearms.
- Implementation of anim assets in UE5
- Help to identify and solve animation process and implementation issues
- Coordination of activities with other team members

REQUIREMENTS:

- Exceptional skills animating humanoids and creatures
- Senior skills at 3D animation softwares Maya or Motionbuilder or 3DstudioMax
- Experience with motion capture editing
- Create high-quality, first-person animations
- Familiarity with therig creation and character skinning process in Maya or 3DstudioMax
- Strong knowledge of industry-standard animation pipelines and workflows, asset exporting and implementation within the UE5.
- Excellent organizational, communication, and time management skills
- Provide accurate time estimates, ensure animation deliverables meet project defined timelines
- Strong verbal and written communication skills inEnglish
- 3+ years of game industry experience
- Passionate about video games and animation

WHAT WE OFFER:

- Time and opportunities to learn new technologies and things in UE5 technology
- Work in a small and friendly team with experienced developers
- Opportunity to bring your own ideas into our games
- Remote contract with long-term cooperation
- Flexible working hours
- Interesting financial evaluation with performance bonuses
- Start immediately

**SEND US YOUR CV AND PORTFOLIO TO:
JOBS@BATFIELDS.COM**

**WE'RE
HIRING!**