

Pokuch

<https://pokuch.com/careers/3d-animator/>

3D Animator

Description

We're looking for skilled 3D animators who can create high-quality animations for a wide range of animals, such as crabs, frogs, parrots, boars, and even exotic extraterrestrial creatures. Your job will involve creating animations for different body shapes and making various animations like walking, attacking, sleeping, and more. You'll also be in charge of making animations for human characters in the game's cutscenes. You'll need to proficiently create rigs for animal and monster characters that seamlessly integrate with Unreal Engine, as well as work with UE's mannequin rig for humanoid animations.

Responsibilities

- Create and implement captivating and visually appealing hand-keyed gameplay animations for animals, creatures, and player characters in the game.
- Develop rigs for various forms of animal characters that seamlessly integrate with Unreal Engine.

Qualifications

- Strong portfolio showcasing your animation and rigging skills.
- Minimum of 2 years of relevant experience as an animator.
- At least 1 year of experience with Unreal Engine and animation.
- A solid understanding of animation, rigging, and Unreal Engine integration workflows.
- Proficiency in animation principles, dynamics, and character anatomy.
- Experience in animating both bipedal and quadruped characters.
- Strong rigging skills for bipedal and quadruped characters.
- Experience with creating rigs that work effectively with IK setups.
- Proficiency in software such as Maya, Blender, or any other relevant animation and rigging software.

Pluses

- Using Blender's AutoRig plugin is a huge plus.

Hiring organization

Pokuch

Employment Type

Full-time

Beginning of employment

Once the funding is secured

Job Location

Remote work possible

Skills

Blender, Maya or any other relevant animation and rigging software, Unreal Engine

Date posted

September 27, 2023