



Country: Canada

Province: Newfoundland and Labrador

Job Title: Animator

Job Description:

To be considered for an Animator position in our Art department, applicants should be able to demonstrate their animation and artistic skills with a relevant portfolio.

We are looking for someone that will be proficient at creating and maintaining both 3D and 2D animations for characters, props, and cinematics.

Applicants must be able to consistently meet project milestones while maintaining artistic quality, collaborate with other departments, and have the necessary skills for implementing assets into a game engine.

All applicants should have:

- A strong understanding of 2D/3D animation fundamentals
- The ability to animate in a wide variety of visual styles but also adhere to the visual guidelines of established properties.
- Strong aesthetic eye for style, and overall consistency of visual direction
- Experience with key-frame animation and knowledge of Mo-cap pipelines
- A proactive approach to problem solving and communication

Other desirable skills include:

- Traditional art skills / Illustration
- 3D Modelling
- 3D/2D Rigging

Additionally, applicants should have knowledge of at least one of the following programs:

- Maya/Max
- Unity
- Photoshop
- Flash

Applicants with games industry experience are preferred.

Please submit resumes and inquiries to employment@otherocean.com with the subject "Animator".

Company Name: Other Ocean Interactive

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