

We are seeking a

3D Animator (m/f)

Location:
Munich

Starting:
01.05.2015

Employment:
Fulltime

We may be a small company, but we make big games! At Chimera Entertainment we are passionate about creating high quality, fun and engaging games for our players. Our team consists of easy-going, enthusiastic and result driven individuals, who all work towards the same goal: making a great product. We believe in team work and not in unnecessary bureaucracy. We're experienced, fun-focused professionals, with a strong work ethic and an endless passion for games. If these are values you share, then you might be just the person we are looking for!

The kind of stuff you'll be doing:

- Rig, skin and animate 3D characters with 3ds Max, Maya or corresponding animation tools
- Improve the animation pipeline to save resources
- Create keyframe animations
- Tweak motion captured animations to suite our needs
- Create and tweak character animations for cut scenes
- Work together with our lead artist on animation design
- Help our 3D artists with modeling and texturing tasks

Who we're looking for:

- Proven ability to create high quality character animations for games
- Basic 3D modeling and texturing knowledge
- You are familiar with working in Unity 3D
- Ability to work self-directed and reliable
- Highly motivated, flexible and a team player
- You have good communication skills within small team structures (German or English)
- Passionate about video games and game development

Nice to have:

- Experience with further animation tools (like Puppetshop, Character Studio, CAT, Motion Builder)
- You know common and efficient workflows, tools and development processes in the games industry
- Strong previous work experience as an animator in the games industry for human and non- human characters

If you are interested, send your complete application including CV, photo and cover letter to Ms. Ina Hoffman:

jobs@chimera-entertainment.de



CHIMERA

Entertainment

We are a creative and independent development studio for digital entertainment software in the heart of the beautiful city of Munich. Our company was founded in 2006 with the support of the production house remote control productions GmbH. In addition to developing our own IPs, we implement work for hire, from conception to completion. Gameplay and creative imagination are always in the foreground, and we promote team-work and talent. In terms of development and marketing of our high-class games, and thanks to our 8-year expertise in the field of mobile gaming and cross-platform-development as well as our award-winning portfolio of top titles such as "Angry Birds Epic", we are one of the Germany's leading game developers. And with you as a potential member of our ambitious over 35-strong team we want to expand our success within the coolest industry in the world.