



Character Animator

Do you love hand animating characters? Can you bring out their quirky personalities and make it emotionally resonate with players while delivering innovative gameplay mechanics?

Velan Studios, a small independent game developer, is looking for a senior character animator who can work in a small prototyping team with engineers and designers to create eye-opening experiences. You will be actively collaborating with the team to define personality of the character through its movement, actions, and gameplay, as well as focusing on the implementation of character mechanics.

As a senior animator, you will document processes, have leadership responsibilities as the team grows, and be involved in recruiting activities.

Qualifications:

- 5+ years of game/film industry experience.
- Expert in character animation and motion.
- Expert in 3D Studio Max or Maya.
- Experience working in Unreal, Unity, or other AAA engines.
- Desire to be an active member of regional game development community.

Nice-to-haves:

- Scripting experience.
- Character modeling.
- Rigging & point weighting.
- Storyboarding and animatic development.
- Motion matching or other modern techniques for character animation in games.
- Game design sensibilities.

Portfolio required. Please include a variety of examples of your work.

To apply for this position, send your resume and cover letter to jobs@velanstudios.com. Be sure to reference the position you're applying for in the subject line.