

## 3D Animator (NL, Utrecht)

*STICKY STUDIOS is a leading development studio dedicated to delivering immersive, top-quality mobile, VR and AR experiences. Our entertainment-, branded- and applied games are deployed cross-platform and cross-channel. The past 11 years Sticky Studios produced more than 65 games with over 250mm cumulative app downloads.*

Are you a talented animator who loves to work on a variety of different games for world leading clients? We are looking for someone who can breathe life into our characters and creatures. You will work with a team of artists, designers, engineers and producers to make high quality games. An attention to detail, being self-motivated and an ability to create results in a highly flexible environment are a must. Interested? Send us your application including a portfolio of samples that represent the range of your skills. We prefer links to online portfolios if possible.

### **Responsibilities:**

- animate, rig, and skin characters or creatures for use in a variety of different games and platforms;
- collaborate with engineers, designers and producers to create and maintain an efficient animation pipeline;
- seek out input/requirements from multiple stakeholders to ensure a consistent product vision;
- participate in art reviews and respond to critical feedback in a professional manner;
- work well under pressure and able to produce work in short timeframes, manage time and schedules efficiently while maintaining a high level of quality;

### **Requirements:**

- 3+ years game industry or film related experience as a 3D animator;
- strong understanding of animation principles and how they can be used to establish character personality and enhance overall gameplay;
- passion for gaming;
- an exceptional understanding of shape, structure and silhouette;
- ability to develop and communicate ideas and concepts in a verbal and visual manner;
- outstanding skills in 3D Max / Maya.
- excellent time management skills and ability to meet team deadlines;
- Experience with the Unity game engine (Mecanim) is a plus
- shipped at least two game titles on any platform is a plus;

### **What's in it for you?**

You will be working in an awesome, hard working, young group of people with unique skills. We offer a competitive salary, room for personal growth, and awesome team activities!

For more information about how to apply, visit <http://bit.ly/14nThmU> and send your application to [jobs@stickystudios.com](mailto:jobs@stickystudios.com). Unfortunately, we cannot respond to inquiries regarding vacancies by phone.

We do not work with recruitment agencies (please do not contact us).