



Country: Canada

Province: Prince Edward Island

Job Title: Animator

Job Description:

Under the umbrella of Other Ocean Group, Sculpin's new development division is looking for a talented and driven individual to take on the role of Animator. Our team is a small and tight-knit collective whose members are valued and expected to participate in helping bring out the fun in games.

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 who is proficient in 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
- Character rigging skills.
- Experience with keyframe 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 and Texturing

Knowledge of the following programs is a plus:

- Maya/Max
- Unity
- Photoshop

Applicants with games industry experience are preferred.

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

Company Name: Other Ocean Interactive

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