

Joboffer dated from 11/27/2024

## 3D Character Animator (f/m/d)

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 97232 Giebelstadt  
Country: Germany

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### Company data

Company: **www.handy-games.com GmbH**  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt



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### Contact Person

Name: Nicole Murrmann  
Position: Senior Manager HR  
Street address: i\_Park Klingholz 13  
Zip Code / Place: 97232 Giebelstadt  
E-mail: nicole.murrmann@handy-games.com



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### Job description

HandyGames™ operates as an international indie game and premium mobile game publisher and developer.

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Are you looking for a challenging job in an attractive work environment in the gaming industry? Do you want to use your creativity and artistic talent to create games that will be played by people all over the world? Then contribute to the success story of HandyGames™ and take the opportunity to work for one of Germany's top game developers! We are looking for a **3D Character Animator (f/m/d)** for our headquarters in Giebelstadt/Germany (on-site only).

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## **JOB DESCRIPTION**

For our current in-house game project, which is set in a gothic-inspired science fiction world with a story and combat focus, we are looking for a talented 3D Character Animator (f/m/d). You will work closely with artists, game designers, and programmers to bring our game ideas to life.

Within the game project you will mainly work with the following programs:

- Blender or similar 3D software
- Unity

Join us and create next-gen content for PS5, Xbox Series X, PC, and more!

## **YOUR PROFILE**

- You have experience with 3D software such as Maya, 3D Studio Max or Blender, and the game engine Unity
- You have excellent skills in 3D character and creature animation and can develop these further together with the team and adapt them to the needs of the game
- You have a good sense of timing and exciting, lively, and dynamic movements
- You have 3D knowledge in the areas of rigging and skinning and may have gained some experience in combat animation
- You are proficient in keyframe animation but are also capable of processing and adapting motion capture data effectively
- You convince with self-motivation, a sense of responsibility, a clean way of working, and the desire to develop yourself further with us
- You have a very good command of written and spoken English

## **HANDYGAMES™ OFFERS YOU**

- 40 hours per week
- Flexible working hours and 30 days of vacation
- A short and quick decision-making process due to flat hierarchies
- The opportunity to work with a team of experienced professionals
- Modern workplaces with state-of-the-art technology

On-site Amenities:

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Games-Career.com is a service provided by:

- Team restaurant
- In-house gym
  - EV charging station
  - Company apartment on request
  - Parcel service

We process your personal data in accordance with our Privacy Policy for

Applicants: <https://www.handy-games.com/en/privacy-policy-jobs/>

Please do not send packaged files (ZIP/RAR/etc.), Word/Excel documents (doc, docx, xlsx) or links. We will ONLY accept PDF files. Thank you.

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