

CHARACTER ANIMATOR FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for an experienced Character Animator.

Possible tasks (depending on your interest and suitability):

- Create character animations that are as realistic as possible
- Collaboration in motion capturing and reworking of the recorded animations
- Depending on qualification also rigging, skinning or Maya-Unity pipeline work
- Technical conception of the animation sequences and link to software developers

Your skills/experience:

Important:

- Experience with character animation in Maya/Motionbuilder
- Experience with Unity or fast learner with basic knowhow-background
- Experience with motion capturing (especially cleaning of mocaps)
- English (fluent, if possible, also "software English")
- Problem-solving oriented, proactive and self-organized
- Strong communication skills with external team members
- Organizational talent, conscientiousness and quality awareness

Advantageous:

- Education in the field of 3D artist, animation and/or software development
- Knowledge with Unity (primarily animations and character pipeline)
- Knowledge in using Motion Capturing, iClone and/or DAZ 3D Studio
- Startup mentality

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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