



## Animator

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### Are you the Animator we're looking for?

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We want to create and entertain, be successful and enjoy what we do, and we're looking for people who want that too. Over the years, we've built loads of games for all sorts of platforms, most recently titles like ***Dungeon Inc.*** and ***Into the Dead 2*** on Android and iOS. Our teams are small, and everyone involved can contribute to the decisions that shape our products. We're always working to build and maintain a safe and fun studio culture and we welcome applications from diverse candidates and those with a range of backgrounds, skills, and experiences.

Which brings us to you - we're looking for a talented Animator who knows how to work well within a highly creative, team-focussed environment. Our Animators work with other creative and technical staff to design and implement top-shelf interface solutions for all of our game titles. You'll need to be a confident and enthusiastic communicator – someone who appreciates collaboration and iteration as a means to achieve the very best results.

#### ***You're the kind of person who:***

- Takes pride in their work and strives to deliver their best
- Looks for opportunities to grow as an artist
- Is a quick learner
- Is a great communicator and listener, with strong soft skills
- Wants to contribute to building successful teams with good processes
- Accurately estimates work, and can adapt to changing requirements and timelines
- Actively works to collaborate with others in all disciplines

#### ***We're the kind of studio that:***

- Loves making great games
- Cares about work/life balance
- Tries to be proactive in understanding your needs through 1-1s and regular feedback rounds
- Can be flexible around family requirements

## Requirements:

- Experience producing and directing high-quality animation for games
- A demonstrable and mature artistic ability as it relates to animation
- The capacity to adapt and work across a diverse range of styles
- Rigging experience
- Proficiency in Maya
- The capacity to work well under pressure and to tight deadlines
- Proven workflow, task management and scheduling skills
- The ability to communicate effectively and with confidence
- A positive 'can-do' attitude, great work ethic and enthusiasm for iteration in pursuit of consistently excellent results
- Must be eligible for NZ Visa
- Fluent in English

## Desirable:

- Experience in Unity3D
- Strong competency with Adobe CC
- Some experience in contributing towards alternative yet related aspects of 3D art and design: VFX, modelling and/or texture work
- Experience working with motion capture
- Knowledge of mobile game production processes
- Experience working with version control systems (for example, SVN, GIT or Perforce)
- Familiar with Scrum/Agile development practices

If this sounds like you then please take the time to look over some of our work by visiting [www.pikpok.com](http://www.pikpok.com). The site is filled with examples of the type of work we're looking for and the level of quality we look to achieve. Better yet, go ahead and play some of our games if you haven't already!

## Contact:

Please send your resume/CV, covering letter, and showreel link to: [careers@pikpok.com](mailto:careers@pikpok.com). Applications not including a showreel will not be considered. If group work is included in your portfolio, then please provide an accurate and detailed breakdown of your specific contributions.