



Motion Designer/Editor

PikPok is looking for a Motion Editor/Designer to join the ranks of our Art team!

We're PikPok, New Zealand's longest standing game developer, and we make great game experiences. We aim 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 **Agent Intercept**, **Rival Stars Horse Racing** and **Into the Dead 2**. 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 Motion Designer who knows how to work well within a highly creative, team-focussed environment. You'll be at home in After Effects, have a wide range and be able to jump quickly and effectively from one project to another. We need someone fast, flexible and reliable, willing and able to deal effectively with everything from small, urgent requests through to supporting full game releases, marketing and advertising campaigns as well as branding exercises. You should enjoy a fast-paced environment and the challenges that entails. You'll also need to be a strong communicator – someone who enjoys collaborating with others to deliver top-shelf solutions on a consistent basis.

You can expect to be developing:

- Game advertising
- Game trailers, preview videos and other promotional material
- Miscellaneous assets such as social media campaigns and company showreels

The ideal candidate would possess:

- Specific skills in both editing and motion graphics
- A keen eye for animation/motion, graphic design and visual storytelling, clearly demonstrated via a high quality showreel
- The ability to work effectively across a diverse range of styles
- Some experience in a professional (preferably studio) environment – games, film, television or other relevant area or creative industry
- Strong competency with Adobe CC and/or other professional-grade graphics, editing and effects packages
- Some working knowledge of 3D software (preferably Maya)
- Proven workflow, task management and scheduling skills

- The ability to communicate effectively and with confidence
- A positive 'can-do' attitude, great work ethic and strong sense of initiative
- The capacity to work well under pressure and to efficiently manage tight deadlines
- A developed understanding of (and appreciation for) video games as a creative medium

Due to world events you must already be resident in NZ and either be a NZ citizen or permanent resident, or otherwise hold an established right to work in NZ.

If this sounds like you, then please take the time to look over some of our work by visiting us online at www.pikpok.com. The site is filled with examples of the type of work we're looking for and the level of quality you'll be expected to achieve. Even better, go and play some of our games!

If group work is included in your reel, ensure that you provide a detailed and accurate break-down of your specific contributions.

Contact:

Please send your application including a copy of your resume/CV to: careers@pikpok.com. Be sure to include a (clickable) link to your showreel. Please do not include large email attachments. Applications without a showreel will not be considered.