



Games Animator

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 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 Into the Dead 2, Rival Stars Horse Racing and Agent Intercept. 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 produce top-shelf animation 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 willing communicator and listener, with strong soft skills
- Wants to contribute to building successful, supportive team cultures with sound 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 animation for commercial creative projects
- Proven capacity to adapt and work across a diverse range of styles
- Strong proficiency in Maya
- The ability to communicate effectively and with confidence within a team environment
- A positive 'can-do' attitude, great work ethic and enthusiasm for collaboration and iteration in pursuit of consistently excellent results
- Able to work independently and calmly under pressure and self-manage your workload
- Proven task management and scheduling skills
- Fluent in English

Desirable:

- Experience in a professional, studio environment
- Experience in mobile game development
- Experience working with the Unity game engine
- Familiarity with Agile development practices
- Experience working with version control systems
- Some familiarity with and interest in rigging
- Competency with Adobe CC

Note:

Applications not including a link to a showreel will not be considered. If group work is included, please provide an accurate and detailed breakdown of your specific contributions.

Note: Due to current border restrictions, all applicants must be currently present in NZ, and hold an existing right to work (citizenship, permanent residence or visa providing an avenue to fulltime employment)