Motion Designer/Editor

PikPok is looking for a Motion Designer/Editor 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.

PikPok values the contributions of people with diverse backgrounds, experiences, skills, and perspectives. We want our games to reflect the diversity of the people playing them now and in the future. People with curiosity, a sense of ownership, and who actively collaborate will fit well with our values.

In return, we commit to being an employer who balances fun and delivery. We pride ourselves in providing a work environment where it is safe to be yourself. Our teams enjoy the satisfaction that comes from creating success and joy, entertaining the world, and working together.

Which brings us to you. We're looking for a talented Motion Designer who works well within a highly creative, team-focussed environment. You'll be at home in After Effects, be able to work across a wide range of styles and be able to jump quickly 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 product launches, marketing and advertising campaigns. You should enjoy a fast-paced environment and the challenges that entails. You'll need to be a strong communicator – someone who enjoys collaborating with others to deliver top-shelf solutions on a consistent basis.

Applicants across all levels of experience are welcome to apply for this role.

You can expect to be developing:

- Game advertising, often capturing and editing material from within our game titles directly
- Game trailers and other video promotional material
- Miscellaneous assets such as creative for social media campaigns and studio showreels

The ideal candidate would possess:

- Highly developed skills in video design and production, editing and motion graphics
- A keen eye for motion and animation, pacing, graphic design and visual storytelling
- The ability to work effectively across a wide range of visual styles
- The ability to think conceptually and develop ideas into well-considered solutions

- Some experience in a professional (preferably studio) environment – games, film, television or other relevant area or creative industry
- A tertiary level design qualification with a relevant focus or major
- Strong competency with Adobe CC and/or other professional-grade graphics, editing and effects packages
- Some working knowledge of contemporary game engines (preferably Unity)
- 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 deadlines
- A developed understanding of (and appreciation for) games as a creative medium

If this sounds like you, then please take the time to look over some of our work by visiting our YouTube channel.

Please ensure that your application includes a link to your showreel. If group work is included, ensure that you provide a detailed and accurate breakdown of your specific contributions. Applications without a reel will not be considered.

Due to Covid-19, you must already be resident in NZ and either a NZ citizen or permanent resident (or otherwise hold an established right to work in NZ), to be considered for this position.

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.