

# CHARACTER ANIMATOR for UNITY GAME (see SIMS VR/AR)

## Who we are and what we do:

We, the international software company [Avataris](https://avataris.io) (<https://avataris.io>), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and has to deal with virtual avatars that create the perfect illusion both optically and functionally (e.g. using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements 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 means high chances of rapid advancement and salary increases for you. 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/experiences:

### *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
- Russian/Ukrainian/Belarusian/German

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 working hours and remote working (part-time working also possible)

Payment depending on your qualifications, but definitely a very attractive one, because we think that our top team also 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.

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