

3D ANIMATOR

Employee Location: Burbank, CA

Job Status: Full-Time, Exempt

Reports To: Producer

HERE'S THE DEAL

We are a full-service esports company that creates, manages and monetizes competitive video game leagues. We build a title's competitive community from the ground up, growing it into a unique, professional and world-class esports operation. We manage all league operations and produce expert live entertainment in-studio or at stadium-sized venues. We deliver monetary results by authentically translating our publishers' and brand sponsors' business outcomes to this massively diverse community.

We seek out ambitious partners and are the leading esports company for new gaming titles. We are experiencing breakneck growth and are looking for an individual that loves to construct a fantastic visual display for users, pushing the limits of reality and fantasy; for someone who gets fired-up creating and exhibiting an unseen experience alongside a small, high-energy team. We want someone who pushes back on the status quo and does things faster and better - because that's what gets them out of bed in the morning.

As a wise old man once said, "It's dangerous to go alone, take this!"

WE NEED YOU TO

- Work alongside company founders to help shape the future of online esports entertainment
- Create high-quality animations for a variety of 3D models, utilizing key framing
- Generate stylistic environment and object animations fitting the product's theme and vision
- Integrate and optimize animation data in development engine
- Collaborate with development team to expand and heighten animation design and concepts
- Conceive transitional and animated effects throughout the product
- Produce detailed specs with precise requirements
- Raise the quality bar and design standards for NGE across all projects
- Work with stakeholders to discover objectives and translate them into a design philosophy
- Fanatically deliver the best fan experiences possible
- Perform other tasks as assigned

YOU MUST HAVE

- Passion for video games and interactive media
- Superb understanding of traditional animation, especially key framing
- Thorough knowledge of model rigging, animation pipelines and integration into development engines

- Ability to clearly articulate your design process and take direction to cultivate a unified and consistent product vision.
- Expertise with Maya and/or 3ds Max and Adobe Creative Suite
- A portfolio of current and published work encompassing core competencies and skill set
- A track record of excelling with little supervision
- Experience managing multiple priorities in high-stress, time sensitive environments
- The desire for a fast paced, entrepreneurial environment

Reasonable Accommodations Statement: To perform this job successfully, an individual must be able to perform each essential duty satisfactorily. Reasonable Accommodations may be made to enable qualified individuals with disabilities to perform the essential functions.

YOUR BONA FIDES

- **Education:** Bachelor's degree from an accredited institution
- **Experience:** 3+ years professional animation experience in commercially shipped software and products, including a portfolio of your published consumer-facing work

OTHER

- **Work Schedule:** Be prepared to help build something great and work long hours, including occasional evenings and weekends
- **Amount of Travel Required:** Limited
- **Work Environment:** Typical office, travel (trains, planes and autos), studios and on-location environments

The Company has reviewed this job description to ensure that essential functions and basic duties have been included. It is intended to provide guidelines for job expectations and the employee's ability to perform the position described. It is not intended to be construed as an exhaustive list of all functions, responsibilities, skills and abilities. Additional functions and requirements may be assigned by supervisors as deemed appropriate. This document does not represent a contract of employment, and the Company reserves the right to change this job description and/or assign tasks for the employee to perform, as the Company may deem appropriate.