



Nodding Heads Games is looking to add to its family, we're on the hunt for an immensely talented animator who is ready for the challenge of working on our upcoming DLC using UE4.

You'll be working with characters, creatures and props and as such we require a motivated professional with a strong eye for detail, who'll take the initiative, someone who's able to provide alternate solutions, has a fundamental understanding of game development processes, and a passion for video games, movies and story telling that matches our own.

Your expertise in the creation of animation will cover a broad range of key areas, including facial and keyframe. Your developed eye will aid in the breakdown and design of animation focused mechanics.

You're required to possess oodles of creativity and ingenuity, who'll bring that problem solver into play, with a good knowledge of the technical aspects of your craft, including practical experience with current 3D software such as Maya, 3Ds Max and Motionbuilder. As an animator at Nodding Heads Games you'll also have the opportunity to collaborate with the team on improving the animation and pipelines.

Skills Summary:

- To create and develop industry leading gameplay animations and animations that support the narrative of the game.
- Have a proactive working relationship with the team to ensure assets and direction are consistent and hit the expected quality goals.
- Experience in a variety of animation styles.
- Strong Keyframe Animation skills.
- Visual storytelling skills.
- Creative skillset that can adapt to technical requirements.
- Strong understanding of human anatomy.
- Practical knowledge of current 3D software (Maya, 3DS Max and Motion builder).
- Experienced knowledge of the Unreal Engine or similar game engine/s.
- Rigging
- Knowledge of editing software (Premiere/After Effects) is advantageous, but not essential.
- Experience of creating animation networks.
- A strong and diverse portfolio of different animation styles.
- A self-motivated team player with strong communication and organizational skills.
- To be proactive in problem solving and have a great level of independence and have the ability to work in autonomy.
- Able to work exceptionally well within a team: willingness to give and receive feedback, and the ability to embrace change; ability to collaborate productively with others.

This is a fantastic opportunity to join one of the leading video game developers for PC and Consoles in India, working with current cutting edge technology to create world class games. Last but by no means least, to join a highly talented and collaborative team and their six Indie dogs.



Salary: DOE Location: Pune, India or Remote

If you think this could be the role for you, we'd love you to get in touch! Drop us your CV in a WORD or PDF format to contact@noddingheadsgames.com It's mandatory that you have an online demo reel/portfolio. Again, please provide a link to this.