

**Organization:** Quiddity Games

**Description:** Quiddity Games is a fan game development studio comprised of students from around the U.S. We share the common goal of creating a Vocaloid-inspired, narratively-focused 2D platformer game using music created by a talented Vocaloid producer. Our team is primarily made up of recent graduates and current students looking to gain more game development experience. All members of this team are volunteers, and are not working for compensation. At our core we're a team of friends making games, and we hope to be your friend too!

**Position Name:** Animator

**Position Description:** Rigging and animating characters & possibly environment elements

**Responsibilities:**

- Work with others on the Art Team to create art assets, including 2D animations, rigging characters, etc.
- Attend weekly meetings with the Art Team
- Attend collaborative meetings with other teams on the project as needed and as available

**Location:** Remote

**Qualifications:**

- Required:
  - Experience in 2d puppet rigging & animation
  - Experience in Toon Boom or similar program
  - Open to working in a team of members from various disciplines
  - Available to work on the project for 5-10 hrs a week maximum
- Bonus:
  - Interest in Vocaloid & Vocaloid fan communities
  - Comfort with character or prop design
  - Worked on student film or game before

If interested, please fill out this form: <https://forms.gle/5PQ3bMrdLg9zagT59>