Hey there!

We are Mad About Pandas, an award-winning Berlin-based game dev studio. We are currently growing our team to support our current project, an exciting AA production with a leading publisher. We recently released the narrative game Hitchhiker on PS4, XBOX, Switch, PC, Apple Arcade and VR, and have been producing acclaimed indie titles for more than a decade.

We currently still do mostly home office but want to transition back into the office while still letting employees decide themselves if they want to work from home on some days.

RESPONSIBILITIES:

- Create and implement animations for both gameplay systems and cutscenes/cinematics
- Be able to implement animations into Unity's animation tools
- Maintain and improve the animation pipeline
- Troubleshoot and solve art production issues related to rigging and animation
- Collaborate actively with the team

QUALIFICATIONS:

- Deep knowledge of animation principles, anatomy, and body mechanics
- Rigging and animating preferably using Blender
- Knowledge of the Unity3D Game Engine and Unity's animation tools
- About 2 years of work experience, min. 1 shipped product
- Communication and troubleshooting skills
- The willingness to work in a team and to communicate with each other
- Experience with motion capturing is a plus

PERKS:

- Help create a game from the very beginning
- Make creative & unique games! We are passionate about the projects we undertake
- Join a studio with an established track record shipping acclaimed titles
- Team culture where everyone has a seat at the table and your voice is heard
- We offer a flexible work environment with our great office workspace in Berlin-Neukölln

Contact: jobs@madaboutpandas.com
More Information about us: http://madaboutpandas.com/