

(M/F)

# ANIMATION ARTIST

**FULL TIME / FREELANCER**

We seek an Animation Artist to start work immediately in our 3D & Interactive Department.

## YOUR PROFILE:

- Suitably qualified in the field of 3D
- Appropriate experience in working with Autodesk Maya
- Experience with Unreal Engine beneficial
- Experience in vehicle rigging and animation
- Very good technical knowledge and a high affinity for the automotive sector
- Independent and structured work ethic
- Keen attention to detail and high quality standards
- Team player, commitment and dependability

## JOB DESCRIPTION:

- Participation in the pre-viz and concept phase as well as the development of animatics
- Involvement in the development of the look & feel and dramaturgy of animations, primarily in the technology/automotive sector
- Animation of assets and camerawork for film and interactive
- Ongoing development of workflow and the production pipeline in the 3D function
- Rig building (for special vehicle parts such as engine, suspension ...)
- Independent execution and control of rigging, animation ...

The work we do here is demanding, rich in variety and receptive to your team spirit and enthusiasm. As part of our team, you will have plenty of space and freedom to exercise your own initiative and ideas.

Please send us your application (letter, resume, examples of work) with details of your earliest starting date and salary expectations to:

STAUD STUDIOS GmbH // Helen Rex // [job@staudstudios.com](mailto:job@staudstudios.com)  
Should you have any questions, please do not hesitate to contact us by phone on +49 7152 97 99 3-98

We look forward to meeting you!