



wonderstruck

We need an...

ARTIST (ANIMATOR)

Join Wonderstruck and be key part of the team creating a next-generation voxel sandbox MMO, Oort Online.

In Oort Online every player lives, builds, fights and survives together in the same universe of procedurally generated worlds. It's the world's biggest sandbox and we're are looking for talented creative professionals to help us build it.

Oort Online was announced August 2014 and has received praise from many including PC Gamer, Yogscast and was greenlit on Steam in record time. For more information about the game go to oortonline.com.

Position Summary

As an Animator, you will be responsible for bringing life into the characters and creatures of Oort Online. You will play an integral part in shaping player actions such as exploring, fighting and building. Also, you will be responsible for the enemy and friendly creatures that roam the universe. Make your mark in Oort Online.

You will work closely with the production team to understand their needs and help to build the universe of Oort Online. As you will have a pivotal role in everything to do with your area, you will need exceptional knowledge and skills in 3D game production.

About Wonderstruck

Wonderstruck is a creative environment where you'll be a leader in your discipline but also have the opportunity to participate in the development of other areas of our products. We also believe building a strong community is key to the success of our games. We encourage our team to share progress on in-development art, designs and prototypes via Twitter, Twitch streams, YouTube and participate in online discussion with our community.

Wonderstruck is the in-house game studio of Turbulenz. Formed in 2012 by a team

of experienced developers from SCEE, Lionhead, Electronic Arts, Eidos and Square Enix.

Duties and Responsibilities

- Responsible for animating character, creatures, machines and environment asset based on the game design document.
- Rigging skinning and creating blendshapes for characters, creatures and objects.
- Work with programmers to set up pipelines and tools that allow for efficient, flexible and timely delivery of high quality animation assets.
- Optimise art assets to enhance engine performance.
- Working with the producer, maintain a production plan delivering assets to an agreed time frame.
- Demonstrate a consistently high standard of animation quality in all artwork produced.

Skills and Experience

- Fine Arts, Computer Animation or relevant degree.
- 5+ years of professional game development experience.
- An excellent animation reel demonstrating breadth of character / creature animations.
- Excellent experience and knowledge in using Maya to animate and rig models efficiently.
- Experience in designing and implementing cinematic camera sequences.
- Experience in using tools like Motion builder and AfterEffects.
- Comfortable in a fast-paced, multi-project and fast changing agile entrepreneurial environment.
- Effective communicator and a team player.
- Excellent 3D modelling skills (e.g. characters, building, props, etc.) using Autodesk Maya and ZBrush is a plus.
- Excellent texture creation skills using Photoshop is a plus
- Experience in MEL scripting a plus.

All candidates must be eligible to work in the UK and travel to the USA.

For further questions or if you would like to apply for this position, please send your CV, portfolio and covering letter to Nicola Nehm at careers@turbulenz.com.