

Piranha Bytes are seeking a Senior Animator who will be responsible for creating high quality in-game and cinematic animations for a AAA PC and Console title. If you have the potential of greatness or are already creating complex, believable, human animations in a timely manner, then we want you to join our team!

Currently Piranha Bytes' team of around 25 people in Essen, Germany are working on ELEX, a handcrafted action role-playing experience in the tradition of Piranha Bytes' games. ELEX is set in a brand new post-apocalyptic Science Fantasy universe that puts players into a huge seamless game world full of original characters, mutated creatures, deep moral choices and powerful action.

You must have several years of experience in character animation and a strong understanding of traditional animation fundamentals, with a focus on realistic human animation.

Knowledge of Maya is a requirement.

Previous game development experience with motion capture editing and cleanup, Morpheme, FaceFX or with scripting with Python/Mel are all big pluses.

You also should respond well to feedback and be willing to do whatever it takes to achieve the polish level we require to deliver believable human motion for both body and face. You will work closely with Designers along with the Art Director to ensure that we reach a AAA polish level throughout the game.

So if you:

- are able to deliver great and believable animations in the areas of human movement, combat and dialogue/cut-scenes including facial animations
- can work with existing animations, mo-cap data and rigs and are able to improve those
- have a solid understanding of facial animations
- have a passion for visual storytelling and emotional connection to game characters
- have an excellent ability to manage yourself to meet deadlines
- have a strong motivation to push the animation quality to new heights and are willing to participate in reviews of your work and the work of others
- are able to work within a team with flat hierarchies, willing to provide and accept direction and embrace change
- are willing and able to build upon the established vision of ELEX
- are a citizen of a EU member state or have a valid work permit for Germany

contact us at [jobs.16@piranha-bytes.com](mailto:jobs.16@piranha-bytes.com)

This position is open immediately for both freelancers and for those seeking permanent employment. Piranha Bytes will help you with finding accommodation if you have to relocate.