



Animator Position – 6/7/06

Company Description:

1st Playable Productions, LLC (www.1stplayable.com) is an independent game development studio with a focus on handheld games for kids and the young at heart. Our mission is to synthesize entertainment and education as a means to inspire kids, gamers, and game developers. We love finding ways to get more out of limited game platforms, and are licensed to develop for Nintendo DS, Nintendo Game Boy Advance, and Microsoft Xbox, as well as other embedded game platforms. 1st Playable is also committed to positive social impact and community outreach, particularly in conjunction with educational organizations. We aim to make a difference in our communities both with the games we make and how we make them. Our work environment features an informal self-organized team atmosphere. We offer competitive benefits including health, 401K, flexible paid time off, IGDA membership, and profit sharing.

Position Description:

We are looking for an experienced game animator to focus on rigging and animating high quality 3D characters for handheld games while working closely with a small team on a variety of platforms including the Nintendo DS, GBA, Jakks Pacific, and Xbox Live Arcade. Other related responsibilities may include story-boarding animated sequences, character design, and other art asset development. A successful candidate will demonstrate the ability to work with a variety of characters types and art styles, on games featuring both licensed characters and new IP. The candidate should show initiative and resourcefulness in problem solving, and truly enjoy the challenge of conceiving of and creating entertaining animation that brings a character to life while working within the constraints of hardware and design. The candidate should be driven to try new approaches and innovate whenever the opportunity arises. The ideal candidate will be one that is passionate and committed to making games but who also wants to have a broader impact at the end of the day than a list of game titles.

Required:

- A full-time candidate should have a 3D Animation, Illustration or equivalent degree(s).
- Minimum 2-5 years experience in game animation for handheld and console games
- Expertise in 3D character modeling, rigging and animation in either 3DSMax and/or Maya
- Experience working with palette reduction and optimization
- Track record of creating fun and engaging in-game characters
- Ability to analyze, document, and execute a feasible plan and work schedule for animation assets for a game.
- Ability to seek and utilize feedback from both artists and non-artists in fine-tuning animation
- An interest in learning new tools, techniques, and animation styles
- Interest in mentoring and teaching others
- Ability to work closely with a team of developers, show personal initiative, and resourcefulness.
- Enthusiasm for having fun while making great games for children!

Desired:

- Experience in related fields, such as film, book illustration, or video
- Knowledge of Illustrator
- Familiarity with Max or Maya scripts
- Experience with special effects
- 2D animation skills

Contact:

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