**3D Animator - Remote Role (UK Only)**

**About us**

At Roll7, we create exciting and critically acclaimed video games - including the BAFTA-winning OlliOlli franchise. Innovation, freedom, and a real sense of fun are at the heart of everything we do, from creating award-winning original IPs to the everyday business of running our unique remote workplace set-up.

Being a remote studio - the majority of our employees work from home nine days out of ten - allows us to offer a high degree of freedom and autonomy to our motivated and creative staff. Everyone at Roll7 can work in a way that allows them to balance impressive workplace achievements with their own responsibilities at home.

Fortnightly meetups in our London office, combined with a robust online communication system, mean that we still retain all the positives of a welcoming and friendly office environment - without the downsides of a long and expensive commute. After all, most of us would rather be at home with our families and pets (or our game consoles) than crammed onto an overcrowded commuter train or stuck in traffic.

We love to give every employee a chance to play and contribute to the games we make, we love giving people the freedom to pursue their own path to success, and we hate crunch.

*Check out* [*our website*](https://www.roll7.co.uk/jobs) *for a complete list of staff benefits and more details on our company culture.*

**About you**

We’re looking for an exceptionally skilled and talented Animator to bring our new IP to life. Working under our Lead Artist, you will be capable of handling the entire Animation Pipeline and be artistically and technically minded. You will be an expert in 3DS Max animation and will be proficient in the Unity Engine.

**Salary:** Competitive DOE

**Application Deadline:** N/A

**Email Applications To:** jobs@roll7.co.uk

**Responsibilities**

* Working to support Lead 3D Artist/Animator and cross-discipline teams across animation and art, creating compelling characters and breathing life into animations while also maintaining high technical standards and game performance
* Proactive and self-motivated in finding and fixing bugs including tweaks and changes to character rig where appropriate.
* Participate in R&D of new techniques and incorporate into the animation / production pipeline.
* Ability to work within technical restrictions whilst also providing suggestions to improve workflow and productivity.

**Experience**

* Expert knowledge of animation in 3DS Max using CAT including Rigging/Skinning.
* Experience with Unity (Mecanim) and its character and animation pipelines.
* Broad range of 3D and 2D skills
* Demonstrable examples of work in well-rounded show reel.

**Skills**

* Excellent written and verbal communication skills.
* Exceptional eye for detail and quality.
* Developed understanding of contemporary workflows and processes.
* A passion for playing and making games!

**We CANNOT accept any application without a showreel.**

**Good to know**

**Equal opportunities**

At Roll7, our team is at the heart of everything we do, and it matters to us that everyone feels comfortable and valued at work. We are an equal opportunities employer, and we have a keen commitment to fostering a diverse and inclusive environment where all of our employees are accepted and valued as part of the team. We hire based on talent and suitability for the role - regardless of race, national origin, ancestry, sex, gender identity or expression, sexual orientation, age, religion, pregnancy, marital status or veteran status.

**Remote work**

Roll7 is a remote studio, and this role requires the applicant to undertake the vast majority of their work at home (nine out of ten days). Appropriate equipment, dev kits and software licenses will be supplied as required. One day a fortnight we work from central London as a team, therefore **applicants MUST be based in the UK**.