The future of simulation

About the company

Titan IM Ltd is a leader in simulation technology for both serious game and military training application. We deliver cutting edge solutions to Defense and civilian markets around the world, through development and implementation of advance simulation technologies. Our focus is on developing reliable software as much as on constant expansion and search for talented people. We work fast, use milestone orientated development, and strive to maintain a working codebase.

Position advertised:

3D Animator – Full time

Open to applicants until the position is filled.

Job responsibilities:
- Produce character and object animations
- Rig and skin characters for real-time applications
- Design real time virtual 3D scenes and environments
- Prepare real-time animations for interactive applications
- Work with programmers on implementation of advanced features

What we offer:
- Full time employment
- Working on next generation software projects.
- Opportunity to work in a growing international company and a highly skilled team.
- Competitive salary and excellent working conditions.
- Flexible working hours and a possibility to work from home (via telecommuting), office or abroad.

Minimum requirements:
- Excellent knowledge and highly skilled in Maya and 3D Max and related 3D software
- A creative and trained eye to produce quality animations
- Capability to multi-task and a good team-player
- 3 years of animation experience.
- Advanced knowledge of English.
- 1 project completed or in late development phase.
- Being able to work independently under minimal supervision

Preferred qualifications:
- Excellent understand of weight, silhouette, staging, anticipation, timing, follow through, arcs, etc.
- 2 or more years of professional animation experience.
- Shipped one or more software titles.
- Knowledge of subversion and collaboration software (SVN, Git).

With the application please enclose **cover letter, resume and work samples** (can be hobby projects).