



Massive Black Inc. (www.massiveblack.com) is a premier game development and outsourcing studio. Our high profile talent, with a proven track record in both film and games, has worked with an impressive group of clients. Companies like Flagship Studios (The founders of Blizzard North), Neversoft, id software, Sony, Nvidia, 3d Realms, Wideload Games (The founders of Bungie), Acclaim, EA, Activision, Ion Storm, and Factor 5, have come to us for help on their AAA video game titles and movies. Their needs have been assisted in conceptual design, cinematics, 3d asset development, animation, high-end illustration, texture work, consulting, and art direction. These important clients do business with Massive Black Inc. because we provide next-generation assets and aesthetics that are unparalleled.

3D Animator

We are currently looking for talented and experienced animator with a passion for art to join our highly creative art department based in San Francisco, California. The position is a salaried and full time.

Requirements

- 2+ years experience in 3D key-frame animation.
 - Superior proficiency in 3dsmax and Maya.
 - Must be creative and have the ability to adapt to a realistic game style;
 - Able to design high quality key-frame animations and high-res characters.
 - Exceptional understanding of character and creature animation theory.
 - Extensive knowledge of Character rigging and weighting.
 - Excellent team work and communication skills.
 - DEMO REEL THAT SHOWS 3D ANIMATION IS REQUIRED.
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All interested candidates should submit a resume and portfolio of **non-returnable** samples on CD or DVD for consideration.

We prefer electronic delivery.

Online submissions may be e-mailed to: jobs@massiveblack.com.

Contact Info:

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