



Exchange Station
Tithebarn Street
Liverpool, L2 2QP
United Kingdom

T +44 (0) 151 235 2000

magellanrobotech.com

JOB TITLE: Graduate Animator
LOCATION: Liverpool, City Centre
SALARY: TBD
REPORTS TO: Head of Gaming Products

PRIMARY PURPOSE

Magellan are looking for enthusiastic and passionate individuals to join their virtual games team. As part of the team you will be directly involved in delivering updates and new features to their existing v-sports products as well as supporting the development of future sports and games concepts.

KEY RESPONSIBILITIES

- Work with your team and manager to comprehend briefs and outline storyboards.
- Hone your skills to deliver a wide range of animation for bipeds and quadrupeds.
- Enter into continuous critique iterations and use feedback to drive your creativity
- Develop your skills were required to find bespoke solutions to business needs, you will be required to stay ahead of the game with lots of research
- Work collaboratively with your team to improve the realism of the modelling and animation.

KNOWLEDGE, ATTRIBUTES, SKILLS

- Good knowledge of character animation in 3D studio max.
- Strong portfolio of projects
- A desire to build your own skills and a determination to deliver the best work possible.
- Knowledge of 3DS Max - Unity 3D pipeline
- Outstanding interpersonal skills and the ability to establish positive relationships with employees at all levels of the business as well as external partners.

COMPANY AND WORKING CULTURE

You will be working at our European HQ, based in Liverpool City Centre, the environment is fast paced and dynamic, your colleagues will be people from all over the continent, reflecting our business reach across Europe. Our team is made up of Games Developers and 3d Artists who are extremely driven to produce the best possible product available on the market. Magellan is a fast paced business and as such people who are responsive and keen will learn a lot here and have the opportunity to hone their craft.