

## ANIMATORS

- Cartoon animation style for animated series, characters and props,
- Levels: juniors, middle (2+ years exp) and seniors (6+ years exp).
- Software: Maya.

## MODELERS AND TEXTURE ARTISTS

- Characters, sets and props modelers and texturers.
- Levels: juniors, middle (2+ years exp) and seniors (6+ years exp).
- Software: Maya, Substance.

## PRODUCTION MANAGER

- Levels: middle (2+ years) or senior levels (6+ years).
- Software: Maya, Shotgrid, Excel.

## RIGGER

- Characters, sets and props.
- Levels: All.
- Software: Maya

## 3D GENERALISTS

- Levels: middle and senior.
- Software: Maya.

## 3D FX

- Particules, Fluids, Destruction, 2D shaded FX.
- Levels: Middle & Senior.
- Software: Maya, Blender, Houdini.



**Requirements for all profiles:**

- Ability to communicate ideas clearly and concisely.
- Incorporates feedback and direction received from the Lead or Supervisor.
- Solid work ethic and positive attitude.
- Self-motivated and proactive.
- Efficient and detail oriented.
- Strong problem-solving skills and ability to work collaboratively.
- Adaptable to change quickly depending on the production needs.
- Ability to deliver assignments on time.
- Fluent English is essential.

