

2D Animator Traditional

Description

The traditional animator must have strong drawing skills, ensure the quality of each drawing and deadlines of his shots. Apply changes from the Lead Animator and Animation Director and support colleagues when possible.

Responsibilities

- Maintain the quality of your drawings
- Apply feedback correctly
- Respect deadlines

Requirements

- Experience in the animation industry
- Previous experience in projects using Toon Boom Harmony software (hand drawn)
- Previous experience in series or movies
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)
- Industry experience in animation on a series production

Desired Requirements

- Toon boom certificate is a plus
- Knowledge in cut-out animation is a plus
- Excellent organisation and attention to detail / accuracy
- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills.
- Be comfortable working with deadlines
- The capability of adaptation to the studio's pipeline and procedures

2D Animator Cut-out Senior/Mid

Description

The senior animator must ensure the quality and deadlines of his shots. Apply changes from the Lead Animator and Animation Director and support colleagues when possible.

Responsibilities

- Maintain the quality of your shots
- Apply feedback correctly
- Respect deadlines

Requirements

- 2/3 years of experience in the animation industry.
- Previous experience in projects using Toon Boom Harmony software (cut-out, hand drawn)
- Previous experience in series or movies.
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)
- Industry experience in animation on a series production

Desired Requirements

- Toon boom certificate is a plus
- Excellent organisation and attention to detail / accuracy
- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills
- Be comfortable working with deadlines
- The capability of adaptation to the studio's pipeline and procedures

2D Animator Cut-out Junior (Toon Boom Harmony)

The junior animator must be able to adapt to the corresponding deadlines while trying to maintain the quality of his shot, applying the feedback received by his supervisor and focusing on improving his technique and knowledge.

Responsibilities

- Maintain the quality of your shots
- Apply feedback correctly
- Respect deadlines

Requirements

- Basic knowledge in animation
- Basic knowledge of Toon Boom Harmony
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Toon boom certificate is a plus
- Excellent organisation and attention to detail / accuracy
- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills
- Be comfortable working with deadlines
- The capability of adaptation to the studio's pipeline and procedures

2D Layout Artist (Toon Boom Harmony)

The 2D Layout Artist must convert the visual information from the project's storyboard to a toon boom harmony file, anticipating and resolving any possible problems and making the shot ready for the animation department.

Responsibilities

- Anticipate record problems
- Maintain the proportions of the characters and the perspective of the environment.
- Keep the elements of the scene in order and work in a clean way.
- Ensure that the layout file is complete and ready for the animation department.
- Apply supervisor's feedback and indications correctly.
- Respect deadlines

Requirements

- Knowledge of audiovisual language, camera language, composition, perspective, timing and set up.
- Advance knowledge of Toon Boom Harmony
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Basic knowledge in animation
- Basic knowledge in Photoshop
- Toon boom certificate is a plus
- Excellent organisation and attention to detail / accuracy
- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills
- Be comfortable working with deadlines
- The capability of adaptation to the studio's pipeline and procedures

2D Compositing (Toon Boom Harmony and After Effects)

Description

The 2D Compositing Artist will participate in the post-production phase of the project combining the artwork of each department and creating special digital effects

Main Responsibilities

- Work under the Compositing Supervisor/Director and the Art Director
- Quality control of the end product
- Matte painting for challenging lightning effects
- Applying lights, shadows, particles, masks, and parallax in Toon Boom Harmony
- Apply highlights and shadows to characters

Requirements

- Knowledge in the use of masks and parallax
- Knowledge of audiovisual language, composition, color and perspective
- Proficiency in Toon Boom Harmony Premium 20
- Proficiency in After Effects
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Basic knowledge in Shotgrid

2D Rigger (Toon Boom Harmony)

The 2D Rigging artist must convert the concept models of the characters of the project to 2D puppets in Toon Boom Harmony to be animated by the 2D cut-out animation department.

Responsibilities

- Ensure the correct functionality of the rig and implement improvements to facilitate the operation.
- Know the project and the characters to anticipate and solve problems as quickly and simply as possible.
- Ensure the proportions and lines of the drawing with respect to the concept design and the needs of the project.
- Facilitate the correct handling of the puppet through easy to use tools for animators.
- Apply the indications of the supervisor and the feedback received from the animation department.
- Keep updated on new Toon Boom tools and functions to improve the quality and performance of the rigs.
- Respect deadlines

Requirements

- Previous experience in the creation of 2D rigs for cut-out animation series at Toon Boom Harmony
- Drawing skills for the creation of 360° rigs
- Proficient in the knowledge of Toon Boom Harmony
- Master Controller knowledge in Toon Boom Harmony 20
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Basic knowledge in animation
- Basic knowledge in Photoshop
- Toon boom certificate is a plus
- Ability to create scripts and tools to improve the Toon Boom Harmony workflow of the several project departments.
- Excellent organisation and attention to detail / accuracy

- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills.
- Be comfortable working with deadlines.
- The capability of adaptation to the studio's pipeline and procedures

3D Animator Senior Mid

Description

The 3D Animator is responsible for giving life, personality and emotion to the 3D rigged models previously provided, according to the style of the series and the personality of the character.

Main Responsibilities

- Ability to take and apply feedback from the supervisor and the animation director
- Be fast and efficient in the animation of the shots, always keeping in mind the style and personality of the character.
- Respect and adapt to the camera movements established by the layout department.
- Maintain a good team spirit and help colleagues if they need it.

Requirements

- Strong knowledge in Autodesk Maya
- Strong knowledge in 3D animation (12 principles of animation, the phases of development of an animation plane...).
- Previous experience in series or movies.
- Proficiency in English (basic level of Spanish is a plus).
- Residence in Europe or European VISA is a plus.
- Ability to work in our Tenerife studio (Canary Islands, Spain) is a plus.

Desired Requirements

- Teamwork & communication skills.
- Be comfortable working with deadlines.
- The capability of adaptation to the studio's pipeline and procedures.

3D Layout Artist

The 3D Layout Artist must transfer the visual information from the storyboard department to a 3D format in Maya, using the 3D environment and implementing the camera according to the Storyboard information and indications of the layout supervisor. Anticipating and resolving possible problems and making ready the layout for the animation department.

Responsibilities

- Anticipate record problems
- Maintain the proportions of the characters and the perspective of the environment.
- Keep the elements of the scene in order and work in a clean way.
- Ensure that the layout file is complete and ready for the animation department.
- Apply supervisor's feedback and indications correctly.
- Respect deadlines

Requirements

- Knowledge of audiovisual language, camera language, composition, perspective, timing and set up.
- Advance knowledge of Maya
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Basic knowledge in animation and modeling is a plus
- Excellent organisation and attention to detail / accuracy
- Excellent communication, both verbal and written skills, including a high level of English and ability to communicate with team
- Positive focussed approach to work and willingness / ability to inspire a team
- Proactive approach
- Teamwork & communication skills.
- Be comfortable working with deadlines.
- The capability of adaptation to the studio's pipeline and procedures

3D Compositing

The 3D compositing artist must participate in the last phase of the animation pipeline, applying the necessary effects and adjustments and ensuring the quality of the shot.

Responsibilities

- Apply the necessary effects in the shot
- Optimizing the scene
- Ensure shot quality
- Respect the deadline
- Work within the colour pipeline, adhering to the colour workflow as outlined by the project.
- Ensure visual continuity is upheld across shots and sequences.
- Develop and maintain a working relationship with 2d and 3d artists and technicians.

Requirements

- High knowledge in Maya
- High knowledge in Nuke
- High knowledge of composition and color
- Previous experience in 3D animation projects
- Knowledge in create complex multi-layered composites from mixed sources 2d and 3d
- Knowledge of color spaces of film and digital formats
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Knowledge in Nuke scripting development
- Participation in 2D animation projects

3D Rigger Artist

Description

The Rigging Artist will prepare the assets for the animators to bring them to life in the series, by combining great communication skills, attention to detail, technical knowledge, and a strong understanding of human anatomy and realistic deformation.

Main Responsibilities

- Build, test, and maintain clean production rigs for Characters, Props and Environments under the supervision of the Rigger Supervisor.
- Execute rigging efficiently by maintaining a fair level of scripting knowledge (Python, Mel) and understanding the rigging pipeline.
- Apply the feedback received from the rigging supervisor.
- Working in an orderly and efficient way to ensure the quality of the work.
- Anticipate problems if it is possible.

Requirements

- Advance knowledge in Autodesk Maya
- Previous experience in series or movies.
- Advanced knowledge of English and Spanish
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)
- In-depth knowledge of character/prop rigging technique and principles.
- The ability to work within and meet deadlines.

Desired Requirements

- Scripting knowledge (Python, MEL).
- Take feedback well and use it to learn and improve.
- Teamwork & communication skills.
- Be comfortable working with deadlines.
- The capability of adaptation to the studio's pipeline and procedures.

2D/3D Concept Artist (Character and Background)

The concept artist must develop the visual identity of a character or background, adapting the design to the needs of the production and following the indications of the art director.

Main Responsibilities

- Ensure the correct adaptation of the design to the project needs
- Apply feedback from the art director
- Adapt to the deadline
- Be resolute and communicative

Requirements

- Proficiency of anatomy drawing
- Proficiency of perspective drawing
- Proficiency of color and their application
- Proficiency in Photoshop
- Ability to adapt your style to the needs of the series.
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Previous experience in 2D and 3D productions
- Basic modeling and texturing knowledge
- Take feedback well and use it to learn and improve.
- Teamwork & communication skills.
- Be comfortable working with deadlines.
- The capability of adaptation to the studio's pipeline and procedures.

2D Artist Generalist (Character and Background)

The generalist 2D artist must have artistic and technical knowledge in Toon Boom Harmony adapted to a 2D production and be able to defend him/herself in several production areas.

Main Responsibilities

- Adapting to production needs and solving problems
- Provide solutions from an artistic and technical point of view.
- Be able to work on different tasks in the pre-production of the project.

Requirements

- Knowledge of anatomy, perspective and color
- Knowledge in Toon Boom Harmony
- Knowledge in Blender
- Knowledge in Photoshop
- Previous experience in 2D or 3D animation projects
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)

IT Support Senior (Mac & Windows systems)

The IT support technician will be required to maintain computer systems and provide technical assistance to teammates in the studio and remotely.

Main Responsibilities

- Anticipate possible technical problems.
- Provide technical assistance to teammates remotely and on-site.
- Provide tools and technical solutions to facilitate the work of the team members.
- Keep computer equipment up to date and maintain the internal security system.
- Set up computer equipment for new team members.
- Manage and maintain backup systems.
- Manage technical documentation.

Requirements

- Advanced knowledge of English and Spanish.
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain).
- More than 4 years hands-on experience in IT systems deployment.
- Strong background in networking.
- Installations & Administration of routers, switches and firewalls.
- Connectivity in mixed OS Environments (Windows / Mac OS / Linux).
- Connectivity protocols afp, smb, nfs, etc.
- Troubleshooting computers and common Linux services (Web, database, storage).
- Hardware and Software installations / upgrades.
- Knowledge in Back-Up systems, NAS management, and VPN implementations.

Desired Requirements

- At least a basic knowledge in the following applications/solutions:
 - Shotgrid (former Shotgun).
 - Toon Boom Harmony.
 - FileMaker Database.
- Knowledge in the following programming languages are a plus:
 - Python.
 - Web programming (HTML5/PHP/MySQL).



2D/3D Animation Director

The Animation Director must guide the team in the development of 2D and 3D animation projects as a mixed technique applied to series and film projects.

Requirements

- Experience in 2D and 3D film and series animation projects.
- Previous experience in long-term series projects
- Team management and task priority abilities
- High communication and team organization skills
- Adaptability and problem solving
- Advance Knowledge in Toon Boom Harmony
- Advance Knowledge in Maya and Blender
- Advanced knowledge of English and Spanish
- European nationality and residence or permission to work in Spain.
- Ability to work in our Tenerife studio (Canary Islands, Spain)

Desired Requirements

- Basic knowledge in Shotgrid

