

Junior Unity 2D Animator

Location

Kraków / hybrid

Salary

6 000 - 10 000 gross

Employment type

Contract of employment

About us

We are **Gamesture**, a studio that creates mobile RPG games called **Questland**, **Slash & Roll** and **The Gang**. We believe in Game As a Service as much as we believe that a well-coordinated, supporting team is the key to achieving success.

Who are we looking for?

We are looking for someone who combines knowledge of the Unity environment with artistic sense, someone who will thrive at the intersection of programming and animation.

Duties

- Creating, design and implementation GUI, FX and other animations for mobile games
- Preparing of animation export and implementing them into Unity Engine in cooperation with Art team and Unity Developers.

Required skills

- Knowledge of 2D animations, FX and GUI elements.
- Experience with Adobe Apps (Photoshop and Illustrator).
- Ability to collaborate effectively with team members across disciplines (game artists, GUI designers, developers).

- Have knowledge and interest in developing games (preferably mobile games).
- Creativity and imagination.

Nice to have:

- Experience in comprehensive game development in Unity (programming, art, animation, design), including creating amateur games or their components for personal projects or game jams.

Please include a link to portfolio of your work to your application.

What we offer

- Full-time job with a contract of employment, work from the office or hybrid work.
- Competitive salary: 6 000 - 10 000 PLN gross per month.
- Medical package, psychological care and additional payment for Multisport.
- In-company English language classes.
- Working in an easy-going, enthusiastic yet result-driven atmosphere.
- Brand new, modern office space in the city center.