Stellenticket

htw.
Hochschule für Technik
und Wirtschaft Berlin
University of Applied Sciences

VR your friends GmbH - Software/Game Development

Founded 2021, the VR Your Friends GmbH is a small, passionate team working with cutting-edge technology in VR, MR, and speech AI.

Working Student (m/f/d) in Animation / Motion Design
Animation for Game Development

City: Berlin; Starting date (earliest): At the earliest possible; Remuneration: € 25,-/h

Working field

At VR your friends, we are a small but passionate team working with cutting-edge technology in VR, MR, and speech AI. Our game, originally released in 2021, is enjoyed by thousands of players worldwide, and we regularly release new features and updates for PC and Meta Quest versions.

We are looking for a Working Student in Animation / Motion Design to join us and contribute to the ongoing development of new features and systems in our internationally established game.

YOUR RESPONSIBILITIES
You will work closely with our Tech Lead and contribute to various aspects of animation and motion design, including:
• Creating high-quality 3D animations for gameplay, UI, and marketing materials
• Working with motion capture (MoCap) data, including refinement and improvement
• Recording MoCap sessions using our Xsens Mocap system
• Designing and implementing motion graphics that enhance the user experience
• Assisting in character and object animations for VR interactions
• Supporting the team with rigging and animation integration into Unity
• Iterating on animations based on feedback from developers and players

Requirements

REQUIRED SKILLS
• Enrolled as a student in Animation, Motion Design, Game Design, or a related field
• Proficiency in After Effects, Blender, Maya or similar 3d tool
• Basic knowledge of Unity and animation pipelines
• Good Understanding of Inverse Kinematics
• Understanding of animation principles (timing, easing, weight, etc.)
• Strong attention to detail and a creative mindset
• Ability to work independently and take initiative

DESIRABLE SKILLS
• Experience with VR animation and interactions

- Knowledge of shader effects and particle systems
- Familiarity with rigging and skinning in Blender or Maya
- Basic scripting knowledge (C# or Python)
- Experience with DAZ 3D

What we offer

- Above-average hourly rate for working students
- A flexible work schedule (5-20h per week) that adapts to your studies
- A chance to work on a successful, released VR game with a passionate team
- Hands-on experience with cutting-edge VR and AI technologies
- An open and collaborative work environment in our Berlin-Mitte office

Application

Apply now by sending us your CV and portfolio!

More information at https://stellenticket.de/191692/HTWB/
Offer visible until 22/03/25