

We are looking for a talented Visual Effects Artist / Animator to join our team in Copenhagen.

Trophy Games is a fast-growing game studio based in the heart of Copenhagen, Denmark. Since 2006, we develop and publish multiplayer strategy games across several platforms.

As our upcoming titles will explore new genres such as Warhammer Age of Sigmar and FPS Esport, we are looking for a talented VFX Artist and Animator who is capable of balancing both technical and creative needs to create compelling visuals for our users.



THE JOB

- Create visual effects in 3D space, such as attacks, spells, and explosions.
- Create visual effects including animations for UI elements, such as button presses, page transitions, and glowing highlights.
- Create textures for particles and sprites.

YOUR PROFILE

In this role, you must be comfortable with responsibility, capable of taking ownership of your creative tasks and independently produce with or without guidance. It's important that you understand and adhere to the strong visual identities the various factions and groups in our games have.

You will work closely with our talented developers and in-game designers, and as the VFX artist, you will take part in shaping the look and feel of our future games.

We look for a candidate who thrives on independence, nevertheless, a person who enjoys enhancing the work of others, as well as reaching for a shared goal.

Education and previous work experience within the field are valued considerably yet an outstanding portfolio, the ability to convey ideas into high-quality pieces and a passion for the craft are more important.



QUALIFICATIONS

- Expert in Unity and its tools for animations and particle systems.
- Experienced in sprite texture creation.
- Experienced in texture optimization, including sprite-packing, colour channels, and general asset-reusability.
- Experienced in UX design.
- Solid grasp of shaders.
- An understanding of 3D modeling, texturing, texture-baking and lighting.
- An understanding of UI design.
- Experience with Character Animation is a big plus, but not required.
- Experience with coding (C#) is also a plus.

Additionally, it's only a plus if you enjoy games in general.

WORKING AT TROPHY GAMES

You will join our great team of 13 young and creative professionals on a mission to make the games people play for decades.

To create games, we play games, we discuss and invent, and then we are pretty good at celebrating. Some of the other perks of working at Trophy Games are the location in the centre of Copenhagen (+ rooftop terrace), a flexible working schedule, delicious lunch, a fully stocked fridge and snacks, Friday bars and occasional company trips.

APPLICATION DETAILS

If you are the creative VFX artist we are looking for, please do let us know by sending your resume, cover letter, and portfolio via email to jobs@trophy-games.com.

We will be assessing the applications on an ongoing basis and questions about the full-time position can be directed to Søren Gleie at soren@trophy-games.com / +45 3051 7043

Start date: As soon as possible

Application deadline: March 1st

Contract: Permanently employed