

Original Force, Ltd

www.originalforce.com

Does this sound like you?

We are Artists, Designers, Computer Geeks and Project Managers. We are Producers and Team Leaders, Specialists and Developers. We are in cities like Nanjing, Shanghai, Beijing, Chengdu and growing every day. We are passionate about what we do and we do our jobs very well. We help one another everyday and we believe in lifelong education. We keep our skills sharp and our creativity limitless. We work as individuals to help our teams succeed. We believe in each other because here at Original Force, we are family. And when you see the things we have done together, you will understand why we love working at Original Force.

Who we are

Established in 1999, we are the foremost outsourcing company in Greater China for animation, gaming, and CGI. We provide professional animation and 3D services for feature films, television and computer games on a multitude of platforms. We are a team of artists, developers and producers as big or as small as you need us to be and we can do everything from concept and creation, through to modeling, characters, texture, lighting, special effects and full game development. We also do special effects for live action TV programs, commercials, and film. We like music, playing video games and eating good food. Some of us like kittens. We're a team of people just like you.

That's why we'd love for you to join us.

If you're interested in working at Original Force, please contact us at:

Jobs@of3d.com

Positions:

R&D (Research and Development)

Responsibilities:

Providing advanced software and environment set-up support for CG department, such as:

1. Support and management of Render farm management software Qube;
2. Research and support required in the process of new system and software;
3. Professional software support for all personnel.

Requirements:

1. Understand CG industry, and familiar with related software, for instance : 3ds Max, Maya etc, having certain knowledge of 3D scripting language;
2. Have basic knowledge of programming, with the experience of using other script and programming languages, like Python, /C++ etc.
3. Strong learning ability, perception and active performing ability.
4. Excellent English and relevant project experience is preferred

Character TD

Responsibilities:

1. Be able to work with rigging team, complete the rigging for characters (face and body) and props in Maya;
2. Be capable of writing simple and practical tool quickly for each department in the full pipeline (such as : modeling, animation, rendering department)

Requirements:

1. Excellent sense of animation and skilled in using Maya Module related tools;
2. Be familiar with rigging relevant tools or plug-ins;
3. Skilled in using Mel, Python or C/C++ etc;
4. Be able to complete the high quality rigging for characters (face and body) and props in Maya;
5. Excellent English and having relevant project experience is preferred (related video or original documents should be provided)

We are also looking for:

	Nanjing hr-anim@of3d.com		Beijing hrbj-anim@of3d.com	
CG & Animation Center	CG Animation Artist CG Model & Surface Artist CG Scene integration Artist CG Lighting Artist CG Rigging Artist CG FX Artist Composition Artist R&D (Research and Development) Character TD		Game Animator CG Animator CG Model & Surface Artist CG Scene integration Artist CG Lighting Artist CG FX Artist CG Rigging Artist Composition Artist Matte Painting Artist Layout Artist CG QA TD Engineer 3D Modeling Team Leader Material Lighting Rendering Team Leader Composition Team Leader FX Team Leader TD Team Leader	
Game Art Center	Nanjing hr-art@of3d.com	Beijing hrbj@of3d.com	Chengdu hrsc@of3d.com	Shanghai hrsh@of3d.com
	3D Game Art Artist Render Artist Game Rigging Artist Game FX Artist	3D Game Art Artist	3D Game Art Artist Game Art QA	Game Art Director Senior Technology art 3D Game Art TL

	Game Art QA			Senior 3D artists Senior 2D Scene Concept Artist
Game Development Center	Nanjing (hr-dev@of3d.com)			
	Concept Artist Flash/AI Artist Game UI Interface Design Artist			
IP Department	Beijing (hrbj-ip@of3d.com)			
	Story board Artist Visual Development Design Artist Composition Artist Graphic Designer Senior Animation Writers			
Tianjin	Tianjin (hrtj@of3d.com)			
	Rendering Assistant			