

*neomento* is a spin-off project from the German Center of Neurodegenerative Diseases (DZNE). We develop innovative, research-backed virtual reality (VR) based solutions for psychotherapy. Our team in **Berlin** (partly remote work possible) is currently looking for a:

## 3D Character Generalist (f/m/d)

### Your tasks:

- Animating humanoid actions to simulate daily interactions (shopping, reading, eating, etc.)
- Modelling of high-poly 3D characters (~50k verts), rigging and skinning
- Creating emotional facial expression based on blend-shapes
- Collaborating on developing a character behavior system
- Occasional Prop and Environment 3D modelling

### Your ideal profile:

- Extensive experience with humanoid animation, rigging and skinning
- Proficient knowledge of 3D animation and modelling (Maya/Motion Builder/Blender, ...)
- Experience with next-gen organic modelling, texture unwrap, material painting, etc.
- Basic experience with the Unity3D editor is a plus
- Experience with Marvelous Designer / Adobe Fuse / Substance Suite is a plus
- Fluent in written and spoken English (German is a plus)
- Highly motivated team worker

### Why join us?

- Substantially contribute to innovative therapy software that is already used by clinics
- Become part of a motivated, fast-growing team with a strong track record
- Employment within a prestigious research institution
- Your work will directly benefit the well-being of patients
- Office in the heart of Berlin at the Charité campus next to the Berlin central station

**Starting date:** appr. 01.04.2019

**Contract length:** 18 months, full-time contract  
(possibility unlimited contract depending on further funding)

If you are interested, please send your portfolio and application and CV to [career@neomento.de](mailto:career@neomento.de).