



PR/095624 | Effect-Animation (Unity)

Job Information

Recruiter

JAC Recruitment Vietnam Co., Ltd

Job ID

1579795

Industry

IT Consulting

Job Type

Permanent Full-time

Location

Vietnam

Salary

Negotiable, based on experience

Refreshed

June 16th, 2026 17:01

General Requirements

Minimum Experience Level

Over 3 years

Career Level

Mid Career

Minimum English Level

Business Level

Minimum Japanese Level

None

Minimum Education Level

Associate Degree/Diploma

Visa Status

No permission to work in Japan required

Job Description

Company Overview

A company in the mobile game development industry is hiring for an Effect-Animation (Unity) position.

Job Description

- Design and produce high-quality 3D effects for various in-game elements including backgrounds, battle scenes, avatars, and other visual components within 3D smartphone games.
- Enhance and refine existing effects and assets to improve overall visual quality and performance.
- Collaborate closely with engineers to discuss implementation approaches and integrate effects seamlessly into the game.
- Contribute to other production-related tasks as assigned by the project team, supporting overall development goals

and ensuring visual consistency across the product.

Qualifications

- Minimum 3 years of experience creating 3D effects using Unity Particle System.
- Minimum 3 years of experience producing effect-related assets such as 2D textures and 3D meshes.
- Minimum 3 years of experience developing effects using Unity Shader.
- Experience collaborating with engineers to integrate visual effects into products.
Ability to submit CV in English.
- Preferred qualifications include experience creating 3D animation and cutscenes using Unity Timeline; creating 3D character or creature animations using Maya or 3ds Max; communicating and working in English in a professional setting; working in team-based projects using Git; optimizing performance and reducing resource usage; developing or using custom shaders; building and presenting in-game effects beyond asset creation; and utilizing AI tools to generate assets for effects.

#LI-JACVN

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Company Description