



## 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**

April 21st, 2026 13:00

### 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

**Notice:** By submitting an application for this position, you acknowledge and consent to the disclosure of your personal information to the Privacy Policy and Terms and Conditions, for the purpose of recruitment and candidate evaluation.

Privacy Policy Link: <https://www.jac-recruitment.vn/privacy-policy>

Terms and Conditions Link: <https://www.jac-recruitment.vn/terms-of-use>

---

#### Company Description