



Position: LEAD GAME ANIMATOR
Contract: ASAP – FULL-TIME/PERMANENT
Contact: talent@rachelelewis.com

RLT is looking for a Lead Game Animator to join a cutting edge, high-end VR company in Los Angeles. This is a growing facility and great work environment with industry vets/professionals. VR projects are diverse and high-profile.

This Role starts ASAP and is a full-time, permanent position with excellent benefits and compensation.

JOB DESCRIPTION:

- Animate game assets such as characters and vehicles for interactive experiences.
- Integrate game assets into relevant game engine for validation.
- Animate cinematic characters & cameras according to storyline, script, or storyboards.
- Keyframe animate in various styles, from cartoon to realistic.
- Create blocking\previs animations.
- Establish animation style & quality targets for external vendors.
- Manipulate and refine body & facial motion capture data.
- Manage and evolve the motion capture pipeline.
- Become fluent in our proprietary facial performance system and help evolve it.
- For remote vendors, organize and prepare project files as well as any tutorials required to explain our animation pipeline.
- Review animation work and criticize tactfully. This includes on-site animators, as well as remote freelance/outsource animation submissions.
- Communicate efficiently & clearly.
- Work closely with those responsible for pipeline development.
- Support character and prop set-up within the animation pipeline.
- Research, develop, and implement new animation pipeline techniques.
- Help plan departmental and production meetings.
- Stay up-to-date with industry & job-specific technologies and techniques.
- Maintain a professional and respectable attitude and work-ethic.

DESIRED SKILLS AND EXPERIENCE:

- Proficient in both MotionBuilder & Maya's animation toolsets.
- Experience working in game engines such as Unreal or Unity.
- Extensive experience with keyframe animation and motion capture editing.
- Thorough and solid understanding of animation theory and the principles of animation.
- 3-5 years game industry experience.
- Willing to relocate to Los Angeles or currently resides there.
- Available to begin within 30 days of accepting position.

BONUSES:

- Experience with in-game IK solutions such as Human IK or Ikinema
- Experience with Unreal Sequencer and/or Blueprints
- Experience with facial animation
- Strong rigging skills
- Additional experience with 3dsMax
- Experience with JIRA or similar development tracking software
- Programming experience
- Direct experience in producing VR titles

To expedite the process, please submit reel and resume to talent@rachelelewis.com. ** If you fit the criteria needed for this position, we will email you with more information and schedule a call. ** This work needs to be done in-house, so no remote opportunities. ** At this time this client does not have the capacity to hire anyone who does not already have legal right to work in the us.

Thank you.