RLT

RACHELLE LEWIS TALENT
Animation - VFX - Virtual Production
rachellelewis.com

POSITION: TECHNICAL ANIMATOR
LOCATION: US West Coast / NZ
CONTRACT: FT Staff / Permanent Position
CONTACT: maryanna[@]rachellelewis.com

RLT is seeking a ***Technical Animator*** for a boutique Technology company based in New Zealand with offices across Western North America. This client is a high-end technical facility specializing in autonomous animation and leading the technology of AGI digital doubles. If you're ready to work on very cool bleeding edge technology, with a group of cool artists and brain builders, we'd love to hear from you!

SUMMARY
This CG Technical Animator is responsible for setting up, optimizing, and supporting the animation and motion capture processes utilized in our client's autonomous animation platform to deliver state-of-the-art interactive real-time experiences. Responsibilities will include: developing, maintaining, and documenting game animation pipeline tools; processing motion capture; retargeting to multiple skeletons; integrating custom and off-the-shelf game animation solutions with the company's proprietary autonomous animation system.

The ideal candidate will have experience working with photorealistic real-time digital people, and a solid understanding of the game animation pipeline. This position requires strong technical computer graphic skills and an ability to collaborate in a large and cross-functional team of world-class artists and developers.

RESPONSIBILITIES
- Technical debugging of real-time animation results.
- Provide technical support for animators.
- Develop tools to support and streamline the animation process.
- Processing Motion Capture.
- Retargeting performance between skeletons.
- Interact closely with the Animation and R&D teams, supporting the creation of autonomous character performances on current generation real-time engines, and next-generation real-time engines.
- Identify and help create technical solutions for animation requirements.

- Aid in the development of new animation methods for our client's next-generation digital characters.
- Collaborate and communicate effectively with teams of artists, engineers, QA, Build, UI, Doc, and Product Management.
- 2+ years of experience working in animation using real-time game engines. (e.g.: Unity, Unreal)

REQUIREMENTS
- 2+ years of experience working in animation using real-time game engines. (e.g.: Unity, Unreal)
- 2+ years of experience working with body and/or face motion capture in a game or film environment.
- 2+ years experience developing game animation tools and technologies with Python, C#, or C++.
- Excellent problem-solving skills with high attention to detail and quality.
- Excellent technical knowledge of games animation pipeline.
- Ability to work well under pressure and to tight deadlines, taking direction and addressing written and verbal notes with quick turnarounds.
- Desire to explore and learn new techniques and approaches to solve problems.
- Flexibility to perform in a dynamic work environment, and comfortable participating in peer code reviews.
- Excellent verbal and written communication skills.
- Proven ability to work with a team to deliver real-time character performances in a fast-paced, dynamic, and deadline-oriented environment.
- Proven ability to work with technical software engineers.

BONUS
- Experience setting up assets for in-game physics.
- Experience with character animation and motion matching.

If you are interested in talking about this opportunity, please email us and include your resume and reel.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - **http://rachellelewis.com/**

Contact: maryanna[@]rachellelewis.com with resume and reel if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.