



POSITION: Technical Director

LOCATION: US / Canada Remote

CONTRACT: FT Contract

CONTACT: [dana@\[rachelelewis.com\]](mailto:dana@[rachelelewis.com])

RLT is seeking a **Technical Director** for a client working on the next evolution of digital humans built for film, music, NFTs and gaming in the metaverse. If you're ready to work on truly bleeding edge technology, with a group of industry veterans from the highest levels, give us a shout. This is a unique opportunity to make a career change and have your talents and voice be highly valued.

JOB SUMMARY

As our client is growing, they are looking for an experienced technical director to join their team. This computer graphics technical animation role is responsible for setting up, optimizing, and supporting the company's CG, animation, and motion capture processes utilized in their autonomous animation platform to deliver state-of-the-art interactive real-time experiences. In this role, you will be responsible for developing and maintaining animation pipeline tools; processing motion capture; retargeting to skeletons and faces.

Ideally this person will have experience working with photorealistic digital people and a solid understanding of the animation pipeline. This position will require strong technical computer graphic skills and the ability to collaborate in a large and cross-functional team of world-class artists and developers.

RESPONSIBILITIES

- Technical debugging of real-time animation results
- Providing technical support for animators
- Developing tools to support and streamline the animation process
- Processing Motion Capture
- Retargeting performance between skeletons
- Interacting closely with the Animation and R&D teams, supporting the creation of autonomous character performances on real-time engines
- Identifying and helping create technical solutions for animation requirements

- Aiding in the development of new animation methods for the company's next-generation digital characters
- Collaborating and communicating effectively with teams of artists, engineers, QA, Build, UI, Doc and Product Management

REQUIREMENTS

- 2+ years of experience working in animation using real-time engines. (e.g. Unity, Unreal)
- 2+ years of experience developing animation tools and technologies with Python, C# or C++
- Excellent problem-solving skills with high attention to detail and quality
- Excellent technical knowledge of the animation pipeline
- Ability to work well under pressure and to tight deadlines, taking direction and addressing all notes
- 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
- 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: [dana@\[rachellelewis.com\]](mailto:dana@[rachellelewis.com]) with resume and reel if interested.

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