



**POSITION: Character Animator**

**LOCATION: US Remote**

**CONTRACT: Full-time Staff / Permanent**

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

RLT is seeking a **Character Animator** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other "NFT" developers on a number of fronts.

### **JOB SUMMARY**

This is a role for a flexible animator with a great sense of movement and timing, experienced in 100% hand-keyed in-game, and pre-rendered animation. Responsibilities might be more varied, from animating gameplay mechanics, animating shots for a short, or creating poses for marketing materials.

### **RESPONSIBILITIES**

- Create appealing and entertaining gameplay, cinematic and pre-rendered animations for our client's Cryptoy characters, NPC's, props or vehicles.
- Collaborate with your animation team, engineering and design teams to create responsive and entertaining animations.
- Work closely with character artists and riggers on your team to help develop new characters, their rigs, and behaviors.
- Animate tests and character studies for developing new characters and behaviors.
- Create poses or short animations for marketing purposes.
- Contribute to continually improving the company's animation pipeline.
- Participate in mentorship of less experienced animators.

### **REQUIREMENTS**

- Experience animating in Maya
- Ability to troubleshoot, problem solve, and innovate on import/export, game engine animation, and rig issues
- Participate in daily meetings with your team
- Communicate effectively both with your supervisor and lead, but also with other team members and other disciplines, such as rigging, pipeline, engineering, etc.
- Assisting in the scheduling and planning of your work, and managing your time to complete that work on schedule
- Willingness to go beyond just doing your shots and contribute to the team and company as a whole

## **PLUSES**

- Ability to debug and develop animation systems, including blend trees and state machines
- Knowledge of commercial game engines such as Unity or Unreal Engine
- Rigging experience

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

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://rachelelewis.com/>

**Contact: dana[@]rachelelewis.com with resume and reel if interested.**

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