Senior Technical Animator

Description

Join us as a Senior Technical Animator, where you'll collaborate with animators and engineers to craft cutting-edge animation and rigging systems. If you're passionate about blending artistic talent with technical expertise to shape immersive gaming experiences, we want you on our team. Responsibilities Work alongside animators and engineers to develop and enhance rigging and animation tools within Unreal Engine, ensuring seamless integration. Spearhead the creation of innovative rigging solutions to enhance visual fidelity. Provide technical support and troubleshoot issues to optimize animation workflows. Establish and maintain best practices to uphold quality standards. Create user-friendly documentation for animation rigging tools. Qualifications Extensive experience in rigging for varied characters, including quadrupeds and humanoids. Proficiency in Unreal Engine's animation systems. Strong skills in Maya, MotionBuilder, and other animation software. Thorough understanding of animation principles and anatomy. Expertise in animation blending, state machines, and retargetting. #LI-RemotePlease mention the word **PERSEVERE** and tag RMzUuMjM1LjEwNy40Mg== when applying to show you read the job post completely (#RMzUuMjM1LjEwNy40Mg==). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization
Mob Entertainment

Job Location
St. Louis, Missouri, United States

Base Salary
$ 60000 - $ 110000

Date posted
April 24, 2024

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