# Technical Artist Rigging

## Description

Wildlight Entertainment is a brand-new, fully-funded entertainment studio comprised of talented creators from some of the biggest IPs in gaming, including Apex Legends, Call of Duty, and Titanfall. We are driven by our deep passion for making AAA games that leave a lasting impact on the world, and we match that drive with a commitment to quality in every aspect of our work. We foster a positive, supportive work environment built on mutual trust and open communication, where everyone has a voice and is treated with respect. With a bias for action and a belief in each other, weâ??re betting on ourselves to deliver truly unforgettable gaming experiences. We're a remote-first company, but we believe people should be able to work where they can be most productive. Currently, we can employ in the United States and Canada. We also have offices in Los Angeles and Seattle for those interested in hybrid or full-time office work.We are looking for a Technical Artist with experience in rigging to join our growing AAA studio. As a Technical Artist in rigging, you'll work within the rigging and animation pipelines. You will collaborate closely with artists, animators, and programmers to ensure the seamless integration of high-quality animations into the game. A working knowledge of Python is desirable, as it will enable you to develop tools and streamline workflows, enhancing our production efficiency. If you enjoy collaborating with fellow riggers and tech artists who help bring characters, creatures, and weapons to life, weâ??d love to work with you!nResponsibilitiesAbility to rig and paint skin weights on humans, creatures, and weapons.Demonstrate a willingness to learn and work with our custom rigging toolset to improve efficiency.Work closely with animators to troubleshoot and resolve issues on existing and new rigs, ensuring a smooth animation workflow.Work with character and prop artists to enhance models, identify problem areas, and ensure optimal animation rig setups.Requirements2+ years of experience in character and object rigging and animation.2+ years of hands-on experience using Maya for rigging and animation tasks.Basic knowledge of Python scripting for tool development and automation.Strong eye for character deformation, especially within the face.Strong problem-solving skills to address animator needs.Ability to adapt to new tools, workflows, and technologies as they emerge in the industry.Ability to work well within a team, offering and receiving constructive feedback to improve the overall output.A demo reel that showcases your rigging skills and understanding of animation techniques.Nice to HavesExperience working with Unreal Engine.Experience painting skin weights using NGSkinTools.Experience working with stylized character designs.At least one shipped game title.Facial rigging and animation experience.Experience developing Maya tools that demonstrate rigging automation, such as auto-rigging tools or component-based rig setups.Experience working with motion capture and integrating it into the animation pipeline.nCompensation: We believe that a team that builds together wins together. Because of that, our compensation packages consist of competitive industry standard base salaries, an annual bonus, and royalties. For this specific role, the base salary range is $110,000 to $140,000 with the final salary offered dependent on job-related skills, knowledge, experience, and internal equity.Benefits: We are committed to creating a positive and inclusive work environment with a no-crunch culture and an unlimited PTO policy so people can take the time when they need and want it! Additionally, we offer comprehensive healthcare, dental & vision coverage for you and your family and paid parental leave.Please mention the word **VICTORY** and tag RMjE2LjI0NS4yMjEuOTE= when applying to show you read the job post completely (#RMjE2LjI0NS4yMjEuOTE=). 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.

**Hiring organization**
Wildlight Entertainment

**Job Location**
Woodland Hills, CA

**Base Salary**
$ 60000 - $ 100000

**Date posted**
June 1, 2024

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**Contacts**

Job listing via RemoteOK.com