BulletFarm Technical Animator Rigging Artist

Description

BulletFarm is looking for a Technical Animator/Rigging Artist to join a forming team as we set out to build a new co-op FPS. We are a small, highly collaborative team focused on making awesome games for people to play, and weâ??re looking for folks who are excited to work together and learn new things. The Job Staff to Lead Level Technical Animator/Rigging Artist working on a co-op FPS game. You will: Spearhead the Technical Animation and Rigging Pipelines and Workflows for a brand new Unreal Engine 5.x game Work with Technical and Art Directors to get the highest quality animations Establish tools, pipelines, and best practices to partner with and support the animation team Support and improve the integration of animation assets from Maya (or equivalent 3D Tools) to Unreal Create user-friendly documentation Qualifications: 3+ years as a Tech Artist and 5+ years working professionally in the video game industry Rigging experience for FPS Characters, including humanoids and quadruped creatures Experience with Scripting, Blueprint, and Python, C++, Mel, or any other equivalent languages Understanding of all components of modern AAA game engine content pipelines Expert knowledge of Maya, MotionBuilder, or other equivalent animation software Preferred Experience: Have shipped at least 1 AAA Video Game Proficiency in Unreal Engine's internal animation system Mocap and Procedural animation workflow knowledge FPS Weapon Rigging Please come work with us if any of this sounds exciting to you: You like being on the ground floor of something new; feel excited about contributing to company culture You play games. Lots of them. Especially ones youâ??ve helped make. Good with wearing a few hats and getting your hands dirty Want to work from (almost) any where in the world – including your own home Salary Ranges: USD – $97,000 – $185,000   CAD – $80,000 – $162,000
We are committed to creating a diverse and inclusive environment, so even if you think you are under-qualified, let us decide by showing us your portfolio. Disclaimer: Position Leveling to be based on candidate experience and qualifications. Salary Range to be based on qualifications and local cost-of-labor.   Please mention the word **PREFERABLY** 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.

Contacts

Job listing via RemoteOK.com

Hiring organization
Bullet Farm

Job Location
Los Angeles, California, United States

Base Salary
$ 50000 - $ 80000

Date posted
June 15, 2024

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