

The role of Rigger is to construct control rigs for characters, sets and props amongst a team of international artists.

KEY RESPONSIBILITIES

- Build, test, and maintain body and face rigs, skinning, and secondary motion setups for a variety of 3D assets.
- Use proprietary systems to create and export constraints, custom deformers, and secondary motion to the game engine.
- Work closely with animators, automation, and other TAs to create tools and improve pipelines that ensure the best results from our production workflows and processes.
- Support facial pipeline and be heavily involved in face assets from motion capture.
- Work with the team organizing, documenting, and maintaining libraries of rig modules that can be shared by a large team of riggers through multiple projects.
- Support and help create production tools to support new pipelines and future tech.
- Staying current with latest technologies/research ongoing in the field to help keep our dynamic art visuals at the cutting-edge regarding motion and deformation.

QUALIFICATIONS

Required

- Relevant experience in the game industry as a Character Rigger, Technical Animator, or similar/related position.
- A demo reel and online portfolio that demonstrates exceptional skills creating motion controls for animation, complex deformation and skinning of body and face of characters and creatures.
- Strong Python programming skills, and a 3D math background.
- Experience creating tools for Rigging and Animation.
- Experience using source control software (i.e. Perforce, Git).
- Strong communication, self-management, and organizational skills.