

Vacancy: Junior Technical Animator

Role Description

Date

15th September 2017

Job Description

Virtual Arts Ltd is a virtual reality and augmented reality studio focused on games and experiences for mobile. We are developing our technology from scratch and we are hiring experienced and junior content creators that can cover different areas of software development.

This role is for a Junior Technical Animator who wishes to be a part of a dynamic team of Senior and Junior Professionals. You will help achieve high visual quality, performance and reliability.

What you will be doing:

- Assist the Principal Animator and other senior members of the team with technical character setup and pipeline/workflow development
- Control rigs
- Deformation systems
- Facial Animation systems
- Runtime and offline physics/simulation
- Performance analysis and optimizations (both on PC and mobile).
- Work closely with a team of professional artists that produce content for our games, experiences and demos.
- Test internal products
- Support marketing efforts (e.g. social media and blogs)
- More.

We have also open positions for 3D and VR graphics experts as well as a Technical Artist.

Skills & Requirements

- Demonstrable understanding of character rigging for current creation engines e.g. game engines
- Experience with building character rigs in Maya
- An understanding of the dependencies between character modelling, animation and rigging.
- A demonstrable knowledge and understanding of basic human kinetics and the principles of animation
- A knowledge and understanding of basic real-world physics and their application to animation
- A keen eye for detail, character posing and staging
- Ability to write simple Python/Pymel scripts to improve character rigging workflow.
- Team oriented with a hands-on approach

We promote learning and expansion, depending on desire and ability you might be asked to contribute in the following areas:

- Maya
- Animation State machines and motion trees
- Game engines for example Unity
- Android native development
- Game development
- Animation and motion capture pipelines
- MotionBuilder
- Practical knowledge of programming languages (Python, C# / C++, etc.)

Location

We are headquartered in Cambridge (UK) but will consider remote working for the right candidate.

If working remotely, candidates must be prepared to travel to Cambridge approximately twice per month for the first 6 months.

Overseas candidates will also be considered.

Remuneration

Competitive salary, benefits package and equity.