

# Technical Animator

Location: Cambridge, UK

*Virtual Arts is an Augmented, Virtual and Mixed Reality Tech and Content Company Focused on Games, Animations and Experiences for Mobile Devices.*

## Experienced and Junior Animators welcome

You'll be part of a growing team creating exciting content (spanning games, animations and interactive experiences) across a range of genres for AR, VR and MR. You'll be able to help define the subject and features of the content you work on. Skills and ideas valued higher than experience. Self-motivation and a desire to tackle challenges with a positive can-do attitude are key. An exciting adventure awaits with opportunities for personal development and career progression.

## A day in the life

Work alongside the content team assisting the Principal Animator to create animations across a wide range of products for AR, VR and MR.

Help drive all areas of animation; control rigs, deformation systems, facial animation systems, runtime and offline physics/simulation and more.

Work closely with game, tech and art veterans to ensure visual consistency and maintain the quality of all projects.

Contribute to daily scrum; share, collaborate and discuss challenges in an open and friendly environment.

## Skills you have

- 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.

## Skills you might have

- Animation State machines and motion trees
- Familiarity with game engines (Unity, Unreal, etc.)
- Mobile development, e.g. Android, iOS
- Game development
- Motion capture

- MotionBuilder
- Practical knowledge of programming languages (Python, C# / C++, etc.)

## Package

We offer competitive salaries, a complete benefit package and equity so you can share in the reward of a growing company.

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If you're excited about the future of AR, VR and MR tech and content or know someone who is drop us an email [jobs@virtualarts.co.uk](mailto:jobs@virtualarts.co.uk) and let's have a chat.