**Junior Technical Animator (Full Time)**

We’re looking for talented Technical Animators to join the team and participate in creating immersive experiences. You'll have the opportunity to work with some of the most advanced technologies in character creation, that challenge standardised character processing and will provide you with a fantastic opportunity to come up with original solutions, as well as acquiring unique knowledge and skill set.

Working closely with the Lead Animator to realise the creative vision, strong communication skills will play to your advantage, as will a pro-active stance to identify and communicate issues and risks. This is a fantastic opportunity for you to join a rapidly growing and pioneering studio. We offer a competitive salary depending on experience, plus a range of other benefits including flexible hours. We encourage applications from people of diverse backgrounds.

**Key Responsibilities**

* Work with the animation team to define, create and maintain the different animation pipelines.
* Be pro-active in setting up workflows to support the specificity of Hammerhead capture assets.
* Design and support complex characters for game engine, from crowds to main characters.
* Own character preparation and deformations for a variety of realistic production.
* Create custom tools and scripts to increase the productivity and efficiency of the animation team.
* Support and improve the integration of animation assets from Maya to game engine.

**Requirements:**

* You have excellent working knowledge of Maya.
* You have strong knowledge of Python scripting.
* You have excellent knowledge of 3D character deformations tool set.
* You have a strong traditional and technical animation background
* You have an exceptional eye for detail.
* You are highly self-motivated and collaborative
* You are constantly striving to learn and improve your skills

**Desirable**

* Previous experience in AAA games
* Familiarity with Unreal Engine 4 and/or Unity
* Familiarity with Motion Builder
* Familiarity with Zbrush