



## SENIOR TECHNICAL ANIMATOR

### Job Purpose

Design and maintain advanced rigging and animation systems that scale across a large cast of operators, weapons and props. Act as a key partner to animation, art and engineering, shaping the pipelines and tools that keep animation responsive, realistic and performant in high-pressure scenarios.

### Responsibilities

- Own complex, hero-level character rigs and systemic rigging setups (for example: modular characters, advanced weapons, gear).
- Design, implement and maintain robust rigging/animation systems that can scale across large asset sets.
- Drive improvements to animation pipelines, tools and rigging standards in collaboration with tech direction.
- Diagnose and resolve complex technical issues crossing DCC tools, engine and runtime systems.
- Lead development of tools and scripts that significantly improve quality and efficiency for the wider animation team.
- Provide day-to-day technical guidance and mentorship to junior and mid-level team members.
- Collaborate closely with design and engineering on features that affect animation systems (for example: new locomotion, weapons, gadgets).
- Contribute to roadmap discussions for technical animation and present options with trade-offs.
- Support the technical teams in any ad hoc tasks and duties.

## Skills and Knowledge

- Proven track record of solving hard cross-discipline animation problems.
- Able to define best practices, review others' work and maintain high technical standards.
- Comfortable representing technical animation in cross-discipline meetings and defending constraints.
- Strong scripting / tool-building skills and comfort working with engineers on integration.
- Deep expertise in at least one 3D Software.

<b>JOB DESCRIPTION</b>	Senior Technical Animator
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<b>UPDATED BY</b>	HR
<b>VERSION</b>	1.0