



Humanoid Robotics – Character Animator

Reports to: Head of Animatronics

Location: Miramar, Wellington

The purpose of the role is to bring our humanoid and creature robotics to life through animation and interactive behavioural design, working closely with engineers and designers to create fluid and lifelike robotic movements.

Key Accountabilities & Outcomes

- Develop and implement animation content for robotic characters, ensuring realistic and fluid movements.
- Work with mechanical designers to optimize animations for specific robotic mechanisms.
- Create and refine a library of animations for dynamic real-time interactions.
- Collaborate with software engineers to integrate animations into behavioral engines and motion control systems.
- Contribute to developing interactive and behavioral dynamics for robotic characters.
- Assist in calibrating and tuning character movements to enhance performance.

Skills & Experience

ESSENTIAL

- Strong background in character animation, with experience in robotics or animatronics.
- Proficiency in industry-standard animation software (e.g., Blender, Maya, Unity).
- Understanding of mechanical constraints and their application to robotic movement.
- Knowledge of real-time animation systems
- Familiarity or interest in with behavioral AI for character interactivity.
- Excellent communication skills and ability to work in a collaborative, multidisciplinary team.
- Understanding of anatomy and biomechanics for realistic motion.
- Ability to work in a fast paced environment

DESIRABLE

- Experience with Unity or Unreal Engine for real-time animation.
- Familiarity with motion capture data and its application to robotics.
- Knowledge of sensor-based interactivity and its integration with character animation.

Key Working Relationships

INTERNAL

- Animatronics Team
- Head of Animatronics
- Project Supervisors
- Other Workshop HODs and Teams

Change to Job Description

JD Completed on: September 2024 Review Date: September 2024