

Job Description : Character TD

Job Summary

Solve technical production issues, define workflows, streamline processes, and develop tools/frameworks for CG characters.

Responsibilities and Duties

- Develop a general character framework for upcoming projects in Maya.
- Working in conjunction with the project leaders and the programming team.
- Framework includes skeletal and facial systems, workflows, and user interface.
- Solve technical production issues, especially those related to characters.
- Streamline art workflows and pipelines.
- Work with programming and tools teams to develop tools/scripts/plugins to streamline art processes.
- Participate in pre-production planning to determine and address technical design requirements and issues.
- Create documentation and tutorials relating to technical issues.
- Create technically sound art and art frameworks.
- Mentor and train others in areas of expertise.
- Train Technical Artists in the skills necessary to execute the art path efficiently.
- Excel as a team player and strive to maximize team/department performance.
- Performs special tasks as assigned.

Required Experience, Skills and Qualifications

- 4 years or more of production experience with CG characters.
- Background and understanding of 3D graphics.
- Strong knowledge of one or more major 3D animation packages, Maya preferred.
- Knowledge of Animation principles and Kinematics
- Excellent organizational, communication, and interpersonal skills.
- Work well under deadlines and multi-tasks.