



## Role Profile

**Job title** : **Technical Animator**  
**Dept** : **Games/Interactive**

### The project:

We're currently working with a major publisher on a new project based on one of our best loved IPs. When working with IPs, our number one priority is always to create games that are inventive, creative, and unique in their own right – so that people who have never heard of the characters would still want to play it.

Our new project is a real time stealth game. It takes the strategic, tense fun of stealth games and blends it with frenetic, chaotic mechanics to create a unique player experience. It's launching on mobile first, followed closely by PC and other platforms.

### The Role:

Working with the animation and engineering teams, you'll be the one owning how animation is used in the game, and how it can be best realised in the Unreal engine to hit our core gameplay pillars, as well as creating animation to a high standard.

You'll have ownership of the rigging process, creating rigs for new characters and helping edit and adjust our existing characters. You'll be using, and help us build, cutting edge tools and real-time animation systems to make a deeply satisfying player experience.

In this role, you'll be deeply involved in collaborative decision-making on technical animation and pipeline approaches and issues.

### About You:

We're looking for someone who is excited about gameplay animation, with a hunger for solving challenges and delivering high quality gameplay experiences. Ideally you are both an animator and a rigger and have excellent knowledge how these disciplines combine together in Unreal.

The ideal candidate would also have experience of building pipeline tools to solve problems and create efficiencies.

### Skills and Experience:

*People have all sorts of different skills and life experiences. If you think you'd be great in this role, but don't quite fit some of what's below, get in touch, and let's talk.*

### Required:

- Strong knowledge of animation systems, character controllers, and animation workflows in UE4/UE5
- Proficient with Blueprints, especially animation blueprint
- A good level of 3D animation skills
- Proficient with Maya

- Good knowledge of Python or other scripting languages
- Skills in rigging and skinning
- Passion for game development
- Strong industry experience with shipped titles in a Technical Animation role
- Knowledge of how to optimise and deliver animation for real-time

**Desirable Skills:**

- Excellent experience creating animation in Maya
- Good experience with new Unreal engine animation tools and features: control rig, retargeting etc.
- Good experience with character controllers
- Experience with scoping animation tasks
- Professional experience with c-style languages

**Aardman Perks:**

- Open, collaborative, creative environment where your opinion is always important, and ownership and accountability are baked into your role.
- Flexible working hours – once onboarded into the role, we'll work with you to figure out the best hours that fit around your life and the team's cadence.
- You will be part of the wider animation team at Aardman, with opportunities to interact in regular animation catch ups, learn from and with potential to work on TV and film projects later in your Aardman career, if so desired.
- We are an Employee-owned company! Once you join, you become a part of the ownership structure and can influence how the company is run through the Partner Representative Group (PRG)
- Company profit share scheme
- 3% company pension contribution to the Aardman Auto Enrolment Pension Scheme (subject to eligibility criteria)
- 21 days basic holiday, plus 8 days bank holiday days (total of 29 days per year pro rata increasing to 22 basic days at 3 years' aggregated service then 23 basic days at 5 years' aggregated service)
- Healthcare Cash Plan
  - Providing cash back on various health & wellbeing expenses e.g., optical, dental, physiotherapy, osteopathy etc. and special rates for a network of health clubs.
- Access to a free Health, Legal & Counselling Helping
- Company Bike Scheme
- On-site subsidised canteen: home cooked super tasty meals every day
- On-site free parking
- On-site 40-seater Cinema with Dolby sound watch films, play games, browse massive YouTube