JOB DESCRIPTION | Technical Animator - Unreal

[Quidich Innovation Labs](#) is a global company headquartered in Mumbai, India that pioneers in customized technology solutions for Sports Broadcast. From the outset, we have believed in the power of the story that sport tells as a tool to bring people together; and that this story best reaches fans, through the way it is broadcast. Building on this thinking, we have created various technology tools over the past five years and deployed them at tournaments such as the Indian Premier League, ICC Men's T20 World Cup, ICC Women's World Cup and Men's FIH Hockey World Cup, to name a few.

Role

A skilled Technical Animator who is adept at problem-solving, supportive of the Animation team in its daily needs, and highly experienced with the Unreal Engine 4/5. They should be comfortable developing the animation blueprints and implementing ad hoc fixes that are needed for application elements animation prototyping. They should also be comfortable adapting to novel animation systems and be able to aid in the implementation of new animation technology. Most importantly, we are looking for someone responsive, self- initiating, and who works well with others.

Responsibilities

- Working inside the Unreal Engine to set and develop the gameplay animation blueprints.
- Collaborating interdepartmentally to establish, refine, and optimize animation pipelines and procedures.
- Creating animation and art tools for artists and animators, using relevant scripting languages.
- Working with all aspects of the animation export and implementation pipeline.
- Working with 3d animators to resolve any roadblocks on workflow.
- Managing online animation databases, including cleaning up obsolete data and optimizing workflow.
- Communicating with the design and engineering team members to better anticipate and advise on animation-related technical issues.
- Helping generate and set up assets needed for the application animation systems.

Required Skills and Competencies

- Bachelor's Degree in Design, Fine Arts, or related field.
- 4 + years of experience working with coding languages such as C++, Python, PyMel or Blueprints along with some development experience.
- Experience working in the animation team along with automation, pose animation and character rigging within Gaming/Sports startups.
- Experience in Blueprint Animation Pipeline, UE4/5, motion capture and kinematics.
- Familiarity with the game design documents.
- Experience in determining the technical needs of the project.

Reporting To: Product Coordinator

Joining Date: Immediate (Mumbai)

Interested candidates please send your CV to careers@quidich.com