

NUCCO BRAIN

A UNIT9 COMPANY

Freelance Senior Animator (Remote)

Who we are:

Nucco Brain is a creative agency focused on making complicated topics beautifully simple for clients like J.P. Morgan, De Beers Group, ESA and Leigh Day. Nucco Brain is an integral part of Unit9 Group, awarded “Production Company of the Year” by AdAge in 2019 and “Tech Company of the Year” by Campaign in 2020.

Job description

Nucco is seeking an experienced & talented Senior Animator (with Technical Background) to work remotely and support our studio on an ambitious VR project. You will collaborate with the rest of the team and key stakeholders, to design the product’s vision. You will work alongside the Production team to set out guidelines for the expected quality, pipeline & processes to implement performance captured character animation data within the Unity Engine. You are comfortable in taking on both creative and technical challenges and excellent at problem solving and communication skills under time constraints. You will have a good understanding of best practices in development through all phases of interactive production. A solid understanding of the Unity Engine pipeline is a requirement. Your knowledge and understanding of animation and development will enable you to offer advice and make recommendations to the team.

Responsibilities

- Counseling with Producers on best practices and advising on pipeline design
- Pro-active regarding pipeline design and optimisation
- Supporting quality standards and ensuring content is meeting technical requirements
- Supporting the Technical Lead in tasks and duties.
- Advising implementation process from MotionBuilder to Unity

- Providing technical support on the animation tools to the team
- Advising on QA process for FBX characters and animation data deliverables in Unity
- Testing animation deliverables in conjunction with animators, programmers and other team members as required

Requirements

- Thorough knowledge of end to end character animation workflow / pipelines
- Experience working with high-fidelity motion capture strongly advantageous
- Experience of Unity character setup and support
- Working knowledge of Maya for character rigging, texturing and shader
- Working knowledge of Motion Capture Processes and retargeting of data
- Working knowledge of Autodesk Motionbuilder

Looking for someone full-time, but are flexible with part-time options for the right candidate.

Interested? Contact Us!

We encourage applicants from the most diverse backgrounds. NB values diversity and creativity in all its forms and we love to see that reflected in our crew.

Please apply by sending a copy of your CV and a cover letter as to why you'd like to work with NB to alexandre.modolo@nuccobrain.com and hr@nuccobrain.com