



POSITION: RIGGING LEAD, REAL-TIME
LOCATION: MONTREAL, QUEBEC, CANADA
CONTRACT: ONSITE / HYBRID, Full-time
CONTACT: apply@rachellevlewis.com

RLT is seeking an **Rigging Lead, Real-Time** to join our multi-award-winning feature animation client in Montreal currently working on a CG Animated Feature.

Summary

Under the direct supervision of the Rigging Supervisor, this position is responsible for designing, building, and maintaining character, vehicle, and prop rigs that allow animation to achieve the desired production performance. In addition, the Rigging Lead must communicate with other department leads, and support the facilitation of tasks between the CG Supervisor and Rigging Artists.

About this role/project:

- Full-Time/Contract Position
- Duration: July 2024 through February 2026 (19 months approx.)
- Hybrid work schedule (in-studio Tue/Wed/Thurs, work from home Mon/Fri)
- Must currently reside or be willing to move to Montreal (relo assistance provided)
- Robust benefits package
- Priority is given to Canadian citizens and permanent Canadian residents

RESPONSIBILITIES

- Work with the Rigging Supervisor to ensure the Animation Department receives character, prop, and vehicle rigs in a timely manner, and with the optimal rigging solution to meet production's needs.
- Keep the Rigging Supervisor informed of any issues regarding staffing, resources, and deadlines.
- Provide any technical direction on models, so when an asset enters Rigging, it may meet the requirements to achieve appealing deformations to match production artwork.
- Competently utilize existing rigging toolset and pipeline, as well as researching and implementing technological improvements.
- Communicate and collaborate with off-site team members on global projects.
- Review Rigging Artists' work and provide constructive feedback to create optimal performance rigs, in addition to guiding them to become better artists overall.

- Balance available resources with project expectations and requests.
- Build and maintain rigs to Animation specifications.
- Keep current on rigging techniques and technology.
- Troubleshoot and maintain rig functionality during production.
- Display a positive and professional manner.

Qualifications

- Bachelor's (BA) degree or university or equivalent experience
- Minimum 4 years' experience rigging in film, videos game, or television series
- Minimum of 2 years' experience as a Rigging Lead.
- Good understanding of animation and modeling workflows.
- Good understanding of human and animal form and biomechanics.
- Proficiency in current versions of Maya.
- Working knowledge of Unreal Engine required.
- Knowledge in Python, Mel Script.
- Knowledge in C and Maya API is an advantage.
- Comfortable reading and performing math, specifically trigonometry and linear algebra, concepts is appreciated.
- Strong problem-solving skills.
- Open to direction and able to adjust to change.
- Able to multitask and prioritize.
- Able to thrive in a high pressure, deadline-oriented environment.

If you are interested in discussing this opportunity and are available for relocation or currently live in Montreal, please email us and include your resume and reel to apply@rachellevlewis.com.

If you fit the criteria, we will be in touch with next steps.

Thank you - <http://rachellevlewis.com/>

RLT is an employer-paid talent acquisition company; there is never a fee to our candidates.