



## Technical Animator

Velan Studios is a growing independent game developer focused on bringing ground-breaking new game experiences to existing and emerging game platforms. We are building a world-class development studio of developers who can blow game-players away with work that is both innovative and unconventional.

We are looking for a skilled and passionate technical animator to join our team. If you're brimming with curiosity and ready to create the best work of your career, we want to hear from you!

### About the Role:

The Technical Animator is the bridge between the Art/Animation team and our tech team helping to drive the aesthetic direction of our game and characters, as well as the underlying technology and production pipeline.

### Summary of Responsibilities

The ideal candidate is an accomplished technical animator who can bring their experience and expertise in dealing with technical issues around character and animation content creation in video games to bear on multiple projects within the studio. The Technical Artist has a deep understanding of animation pipelines and the experience to define and improve animation pipelines and tools.

The ideal candidate is also a versatile animator with strong hand-keyed animation skills and an eye for humor and energy in their animation work. In this role, the Technical Animator will work in a small team with the Game Director, Art Director, Character Artists, Animators and Gameplay Programmers to create eye-opening, visually-captivating experiences.

As a Technical Animator you will also be expected to document processes, take on leadership responsibilities as the team grows, as well as get involved in recruiting activities including portfolio reviews and interviews of applicants.

### Qualifications

- 3+ years of game/film industry experience
- Expert in character animation and motion
- Expert in rigging, skinning, and point-weighting
- Experience working in Unreal, Unity, or other AAA engines.
- Experience building tools to improve animation pipelines across all aspects of game production.
- Strong working knowledge in 3D Studio Max or Maya
- Self-driven and proactive in problem solving
- You must be an excellent team player, passionate, scrappy, and deeply curious.



### **Big Plusses**

- Scripting experience
- Character modeling expertise
- Storyboarding and animatic development experience
- Motion-matching or other modern techniques for character animation in games
- Strong Game Design sensibilities

To apply for this position, please your send resume, cover letter and a portfolio with descriptions of the work showcased to [jobs@velanstudios.com](mailto:jobs@velanstudios.com). Be sure to reference the position you're applying for in the subject line.

### **About Velan Studios:**

*Velan Studios' mission is to create ground-breaking game experiences centered on new forms of play across both existing and emerging platforms. Velan Studios is an independent studio comprised of a diverse team of seasoned developers who have worked at various AAA studios like Vicarious Visions, Naughty Dog, Harmonix, Guerilla Games, Nintendo, Avalanche Studios, Retro Studios and more. Velan Studios is based in Troy, NY.*