



Rigging/Animation/Creature Technical Director (TD)

Montreal - Contract - 744000032882405

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We are looking for a candidate to join our TD team, with a focus on Rigging and Animation crews as well as creature pipeline development.

You will be working closely with the TD team and supervisors to provide technical support to animators and riggers. This can include tools, debugging, implementation of new features and workflow.

What You'll Do

- Focus on rigging and animation needs while working closely with other production departments (modeling, CFX, TDs, etc...)
- Work on and maintain our in-house pipeline system/tools, primarily in Python
- Develop and support utilities/tools/plugin-ins for the animation/rigging department
- Give technical support to artists
- Collaborate with heads of departments (HODs) to help establish workflows and standard methodologies
- Troubleshoot rigging and pipeline issues
- Advanced creature or hard surface rigging and enveloping

What you bring

- A minimum of 5 years' experience, requiring a combination of rigging and programming experience
- Experience with VFX work
- Proficiency in Python programming, including experience with larger code bases and packaging
- Experience with GIT and/or Mercurial
- Experience with tool development for DCCs
- Expertise in Body/Facial rigging. Working experience with Maya rigging tools as well as proprietary modular rigging systems
- Must be comfortable with the development of organic systems for characters (traditional weighting, muscle simulation, facial animations, etc.) As well as developing mechanical systems (objects, vehicles, machines, etc.)
- Strong ability to collaborate within a multidisciplinary CG creature team, including expertise in areas such as hair, cloth, and muscle systems
- Knowledge of FACS an asset
- Your communication skills enable you to communicate easily within your team, as well as with other departments.
- You are pro-active and enjoy researching and improving what already exists.
- Your level of English enables you to work in an international environment.

What to send our way

- Your resume/CV highlighting your background and skills.

Our passion for innovation and our team's creativity are recognized throughout the industry and remain the cornerstone of our work philosophy. Our team is comprised of over 200 highly qualified creators working in two creative spaces located in Piedmont, in the Laurentians, and in the Mile-End district of Montreal.

Our repertoire holds prestigious titles such as 300, Avatar, Hunger Games and Jurassic World, as well as in the last 6 instalments of the Star Wars franchise and the new Disney+ high-end TV series, The Mandalorian, The Book of Boba Fett, Obi Wan Kenobi and Andor.

At Hybride, first and foremost, we are good human beings, who value well-being and solidarity. We're committed to fostering a work environment that is inclusive and respectful of all differences.

At Hybride, you can come as you are. We embrace diversity in all its forms. We're committed to fostering a work environment that is inclusive and respectful of all differences.