Senior Character Rigger - [March of Giants]

Montreal - Full-time - 744000111904478

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We’re looking for a **Senior Character Rigger** to build high-quality character rigs in **Maya** and deliver them production-ready into the **Unreal Engine pipeline**. You will support AAA animation workflows and scalable, real-time rigs for character-driven and MOBA-style games.

What you'll do:

- Build animator-friendly character rigs in **Maya;**
- Develop efficient skinning and deformation systems;
- Ensure clean export and integration into **Unreal;**
- Support and improve animation pipelines and workflows;
- Troubleshoot rig, deformation, and engine integration issues;
- Optimize rigs for real-time performance;
- Collaborate closely with Animation, Tech Art, and Engineering teams;
- Contribute to pipeline tools and best practices.

- A minimum of 5 years experience as a Character Rigger in the games industry;
- Expert knowledge of **Maya rigging workflows;**
- Strong understanding of **deformation, skinning, and control systems;**
- Experience with **Unreal Engine and Blueprints;**
- Python scripting for rigging workflows;
- Experience working in **AAA game productions;**
- Experience supporting rigging for **large character roster projects** (MOBA / hero-based titles);
- Solid understanding of real-time optimization and engine constraints;
- Strong problem-solving skills and pipeline awareness;
- Facial rigging experience (joint-based, blendshape, or hybrid systems).

What to send our way

- A **portfolio** of your best work (you can attach images or provide us with a password link) as well as your **CV** highlighting your education, experience and skills