



# Senior Character Rigger - [March of Giants]

**Montreal - Full-time - 744000120002225**

**Apply Now:**

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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.
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- Proven 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