



Unreal Character TD

CYBER GROUP STUDIOS is seeking talented Unreal Character TD's to create animation rigs for characters, creatures, props and vehicles that bring an Animated story to life.

Must Have:

- Thorough knowledge of body anatomy, facial expression, object orientated scripting, tool management
- Experience collaborating with Animation to develop intuitive motion systems and character deformation
- Working knowledge of Unreal Engine Control Rig and blueprints
- Strong visual and artistic skills, and must be comfortable with the technical aspects of character/creature work where appropriate
- Familiarity with animation pipeline

Nice to Have:

- Programming/scripting skills (Blueprint, Python, C++) for module and tool development
- Cloth Simulation and hair experience in Unreal
- Experience in Unreal Engine or other real-time rendering softwares

About You:

- Team oriented
- Works well without constant supervision
- Proactive and a good communicator
- Excellent time management and organizational skills
- Adaptable at handling different tasks and expectations
- Good attention to detail
- Resourceful and a good problem solver

Additional information:

- Candidates located in Lille, France area preferred

Contacts:

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