

JOB DESCRIPTION

Senior Animator - Rigger (Maya / UE)



JALI Research, a leading software developer of synchronized speech and facial animation tools is seeking a senior level character rigger with game pipeline experience and strong programming skills to join their team.

RESPONSIBILITIES

- Collaborate with the development team on all animation related technology, mainly focused on rigging, animation and exporters, editors, and pipelines
- Support the design, develop, and optimize features of the Unreal plugin for JALI using a combination of C++, Python, Blueprints
- Work closely with animation and engineering leads in the product development process, taking ideas from design, through prototyping, to production.
- Collaborate with the sales team to assemble and organize user requirements, feedback and technical challenges faced by our customers
- Maintain and fix bugs in the JALI toolchain
- Test, debug, profile, analyze and optimize your code

QUALIFICATIONS AND SKILLS

- Proficiency in animation (facial) and rigging (using skeletal bones or blend shapes) in Maya specifically and other DCC platforms
- Strong Programming skills in Python, C++ and Unreal Engine Blueprints
- In depth and detailed understanding of animation and deformation in run-time and in editor
- Professional experience developing pipelines and creating tools
- Knowledge of 3D mathematics (e.g. linear algebra, trigonometry and matrices).
- Knowledge of current facial capture approaches, FACS poses, facial blend shape rigs, feature detection, etc.
- Experience using source control software (i.e. Perforce, Git)

TO BE SUCCESSFUL IN THIS ROLE YOU WILL

- Have the ability to work as part of a team
- Be a self-starter with a can-do attitude
- Be cooperative, kind and patient
- Communicate effectively, especially when conveying complex technical information
- Demonstrate advanced analytical and problem-solving skills
- Stay current with latest technologies/research ongoing in the field to help keep our dynamic art visuals at the cutting-edge regarding motion and deformation
- Be passionate about games development and creative technologies

JOB DETAILS

Reports to: CTO

Permanent, Full-time

Contract options are negotiable, ideally 1 year min

COMPENSATION

Full time
Negotiated Salary + annual and performance-based bonuses
Paid vacation, sick days and statutory holidays

JALI offers flexible work formats with options to work in the office, remote or on a hybrid model.

JALI is committed to inclusion and diversity. We encourage all qualified applicants to apply. Accommodation will be provided to candidates with disabilities, upon request.

LOCATION

Our transit-friendly studio space is located in Toronto's eclectic Kensington Market, at 156 Augusta Ave. 2nd Floor, Toronto ON. Amenities include spacious workstations, unlimited meeting room access, kitchen and common areas.

OUR TEAM

The founders of JALI are leaders in the area of speech animation whose recent contributions to the field include resurrecting the long dormant area of procedural speech (SIGGRAPH 2016) and also for new work in deep learning based real-time speech (SIGGRAPH 2018). JALI CTO Pif Edwards is continually breaking new ground with his graduate research that has provided a disruptive speech-centric workflow for character animation in the form of JALI's core software solution. The facial animation tools in the current industry standard for modeling and animation since 1998 Autodesk Maya (technical Oscar in 2003), were singularly designed and developed by JALI co-founders Karan Singh and Chris Landreth. Landreth's award winning animated films Bingo (Genie 1998), Ryan (Oscar 2005), Spine (Genie nomination 2009), are celebrated for their uniquely expressive character faces. A Fellow of the Royal Society of Canada, and member of the SIGGRAPH Academy, Eugene Fiume, likewise a pioneer in computer graphics, served as Director of Research at Alias|wavefront (now Autodesk). He is well known for helping to bring physical modeling of natural phenomena into production graphics systems.

JALI Powered.

At JALI we view 3D characters, whether they are hero characters, NPC, or in-car virtual assistants, as digital actors. And at their most essential, whether they are photorealistic models rendered in 4K resolution, or they are cube-headed avatars on a Minecraft server or Roblox, the way in which they are all the same, is that they all have a job to do. And that job is to give a performance. To power those performances, we develop artistic tools to drive the expressive performance of 3D digital characters, enabling story and character development, direction and animation capable of massive scale up with a fraction of typical resources.

Since the fall of 2020, when we launched our first product offering in conjunction with the much anticipated AAA game release, Cyberpunk2077 with development partners CD Projekt Red, we have been powering more expansive and more dynamic character driven stories, by accelerating production pipelines and empowering animators with user friendly automated animation workflows.