

CHARACTER ANIMATOR:

Spirit Bomb is a new media studio and record label, producing virtual characters with a focus on music and narrative content, across digital platforms and IRL. Our studio has worked with artists ranging from The Weeknd to Flying Lotus to Kendrick Lamar, creating immersive and engaging audio-visual experiences for live events and digital media. We see many opportunities in the virtual artist space to envision new experiences for fans, and to create opportunities for musicians and visual artists.

As a *Character Animator* at Spirit Bomb, you will help bring our virtual characters to life by creating short-form character animation content with a focus on cinematic storytelling. You will work closely with our production and creative team to bring initial concepts to life while being an integral role in the content development pipeline.

Responsibilities

- Create short-form character animation sequences for handoff to environmental and FX teams.
- Direct, perform, and clean up motion capture shoots.
- Test, break, and provide feedback on character rigs during development.
- Refine existing and future character designs for animation, through constructive feedback and technical and artistic solutions.

Required Qualifications

- Minimum of 3 years work experience in gaming, film/TV, or related industry.
- Substantial portfolio of work demonstrating character-based animation.
- Strong foundation in animation principles, the ability to reinforce storytelling through memorable performances, and aptitude in a variety of animation styles.
- Ability to work in Maya and implement animations correctly in our Unreal engine pipeline, as well as a thorough knowledge of Maya rigging and animation tools.
- An eye for animation, body movement, and analysis across different character types.
- Familiarity with implementing animations in Unreal Engine.
- Experience using motion capture technology such as Rokoko Studio or similar.
- Ability to take initiative and solve problems as they arise.
- Ability to work within tight deadlines, adapt to different workflows, and work within a lean startup team environment to achieve company-wide goals.

Preferred Qualifications:

- Fluent in Unreal Engine (familiarity working with Blueprints and creating custom setups as needed for our characters).
- Scripting, and helping build tools to improve the efficiency of our pipeline.
- Understanding workflow between real time game engines to pre-rendered VFX.
- Familiarity with Zbrush, for making small edits or changes to characters as needed.
- Knowledge of rigging and weight-painting is a nice-to-have

Values:

- Open-minded to a variety of artistic styles, aesthetics, and viewpoints.
- Excited about shaping the medium of virtual artists, and creating new and joyful experiences for fans and creators, across a variety of emerging and established platforms.
- Appreciation of healthy team dynamics in an inherently creative medium, and balancing profitability goals with artistic values and priorities.

- Self-starter, entrepreneurial mindset in forecasting roadblocks and proactively anticipating creative solutions.
- Love of music, film, and new creative opportunities offered by technology.

At Spirit Bomb, we are highly cognizant that creativity and innovation emerge from diverse and motivated groups of unique individuals. We seek to create a safe and inspiring work environment, and give ourselves the best chance to create value for an abundance of individuals and communities.

As an Equal Opportunity Employer, we do not discriminate on the basis of race, gender identity or expression, sexual orientation, religion, disability, national origin, age, or any other status protected by law. Everyone is encouraged to apply.