***3D animator in the film and TV industry***

3D animator job role is where the company is looking for an animator who has proven experience working on high-end 3D games for PC Console. They have an existing animation pipeline, but they need to look for someone who can help them refine and improve that workflow, especially when starting new products.

They also need to look for someone who has the technical expertise to help them refine their usage and implementation of animation systems.

The company’s workflow is organic, so we’ll be expected to interact heavily with the programming, design and art teams as well as with other animators to iterate on how their animations look and function.

They require someone with more than 3 years industry experience, strong knowledge of anatomy, timing, weight and principles of animation, experience with lip sync and facial animations, and experience creating high quality animations for full motion videos and cutscenes.