



**POSITION: RIGGING TD**  
**LOCATION: MONTREAL, QUEBEC, CANADA**  
**CONTRACT: ONSITE/HYBRID, 12-month contract**  
**CONTACT: [apply@rachellevlewis.com](mailto:apply@rachellevlewis.com)**

RLT is seeking a **Rigging TD** for our client, a Feature and TV animation studio. ...

- Starts ASAP and is a 12-month, full-time contract position
- Hybrid work schedule (In-studio Tue, Wed, Thur, WFH Mon & Fri)
- Must be willing to relocate to Montreal (sorry, no REMOTE outside of Montreal)
- Relo provided
- Benefits package provided
- Please note that Canadian citizens and Canadian permanent residents will be considered in priority

**Job Summary:**

The Rigging Technical Director (Rigging TD) is responsible for designing and implementing new rig modules, tools, and plug-ins that allow for clean and efficient interactions during animation. You will work with Leads in Rigging, Animation, Crowds, and Character FX to improve rigs and rigging efficiency, as well as workflow related to animation and rigging.

While this is primarily a development position, you will also support artists using the tools in production.

**Responsibilities:**

- Implement new rig modules based on feedback from the Animation and Rigging teams.
- Create and maintain Maya plug-ins based on the needs of the Rigging department and other departments that are impacted by Rigging.
- Create tools for the rigging department to aid in workflow and day-to-day tasks.
- Provide technical direction on model topology so it meets the technical requirements needed for the highest level of rigging and skinning.
- Represent the Rigging department while interfacing with Animation and other departments.
- Provide support to artists and supervisors, and resolve issues in a timely manner.
- Generate artist-friendly documentation and tutorials for tools and procedures.
- Give tool and workflow demonstrations within the pipeline team and to artists.

**Qualifications:**

- A degree in Computer Science, Computer Engineering, or other related field.
- Minimum 2 years of professional experience supporting artists in a production context.

- Excellent problem-solving, communication, and team skills.
- Excellent knowledge of Maya, with a strong understanding of the dependency graph, utility nodes, and the use of expressions.
- Working knowledge of Python and Maya Python modules.
- Experience with Maya's C++ API.
- A strong understanding of animation and modeling workflows.
- A strong understanding of human and animal forms and biomechanics.
- A general understanding of the principles of animation.
- Ability to work in a fast-paced production environment.
- Experience with ZBrush, Houdini, Mari, Substance, Nuke, or PostgreSQL.
- Experience with Bash, C++, JavaScript, MEL, or Perl.
- Experience developing in a Windows environment.

*This job description is not meant to be all-inclusive. Employees may be required to perform other duties to meet the ongoing needs of the organization.*

***If you are interested in discussing this opportunity and are available for relocation or currently live in Montreal, please email us and include your resume, and coding examples from GitHub, BitBucket, etc. to [apply@rachelelewis.com](mailto:apply@rachelelewis.com).***

If you fit the criteria, we will be in touch with next steps.

Thank you - <http://rachelelewis.com/>

RLT is an employer-paid talent acquisition company; there is never a fee to our candidates.
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