

Maya TD rigging & animation



About Us

Pixelmolkerei, is one of the world's leading companies developing and producing high-end visualizations, virtual- augmented and mixed reality content for professional education and marketing in the medical field. Our headquarter is located in Chur (Switzerland), our subsidiary named Pixel Dairy Production Inc. is located in Montréal (Canada).

Job Summary

We are looking for a candidate with a minimum of 3 years relevant experience in 3D CGI for Digital Animation, VFX or CG Characters

Job description

You will work as a Maya TD for rigging, animation and scripting. You are responsible to build tools to automate and simplify our workflow in Maya.

Requirements:

- Full working knowledge of **Maya**
- Proficiency in rigging, animation
- Programming and scripting in Python/MEL
- Have strong visual and artistic skills

Desirable Skills:

- An interest in anatomy, grooming and mechanics
- Knowledge of Unity3d
- Knowledge of Vray
- Knowledge of After Effects and Premiere Pro

You

- Are organized, pro-active and a self-starter
- Are a team player and clear communicator.
- Like to collaborate in a dynamic and fast-growing company
- Have a positive, can-do attitude
- Stay calm under pressure and are committed to meet project deadlines

Required language: English

Job Location: Chur, Switzerland

Job Type: Full-time

This full-time position is located onsite in our office in CHUR. Only the selected candidates with proven background with Maya will be contacted. Please note that you may be asked to provide references. Unfortunately, candidates desiring relocation or virtual work will not be considered at this time.

Must be eligible to work in EU/EFTA

To apply for this position please email your cover letter and CV with link to your reel and reel breakdown (technical and visual) of your recent and/or past TD work to: jobs@pixelmolkerei.ch