



**Brown Bag Films! Brown Bag Films is one of the world's most exciting, original and successful creative-led animation studios.**

## **3D Rigger**

**Level:** Medium and Senior

**Department:** CG

**Type of Position:** Full-Time Contract

**Office Location:** Bali (On site)

### **Key Areas of responsibilities:**

1. Interpreting rig requirement of wide variety of assets as directed by supervisor.
2. Solving rig issues from other departments by communicating with them and understanding their needs.
3. Building or fixing rig based on interpretation above while following in-studio pipeline.
4. Producing good quality of work.
5. Delivering assignments on time.

### **Required Experience/Professional Skills:**

1. Have minimum one year of rigging experience, especially characters.
2. Are fluent with Autodesk Maya 2020 or above.
3. Have good knowledge of basic rigging principles: hierarchy, naming consistency, constraints, deformers, etc.
4. Are able to work in a team with other riggers.
5. Understand texts or notes written in English.
6. Point plus if :
  - Capable to write in Python programming language.
  - Have good troubleshooting skill for further development.

If this sounds like the job for you please send your resume to: [bali.jobs@brownbagfilms.com](mailto:bali.jobs@brownbagfilms.com)

Make sure to include the job title that you are applying for in the Subject Line.

We thank all applicants for their interest, however, only those selected for an interview will be contacted.

We are an equal opportunities employer and welcome applications from all suitably qualified persons regardless of their race, sex, disability, religion/belief, sexual orientation or age.

Should you require accommodation throughout the recruitment process, please let us know your requirements when contacted.