**Requirements:**

* Proficiency in animation software such as Autodesk Maya, Blender, Adobe Animate, or similar.
* Strong understanding of animation principles, including timing, spacing, squash and stretch, anticipation, and follow-through.
* Ability to create believable performances and expressions for characters and objects.
* Knowledge of rigging and character setup for animation.
* Experience with keyframe animation, as well as motion capture and/or procedural animation techniques (depending on the specific role).
* Excellent communication and collaboration skills, with the ability to work effectively in a team environment.
* Attention to detail and ability to maintain consistency in animation quality and style.
* Bachelor’s degree in Animation, Visual Effects, Computer Graphics, or related field (preferred but not required).

**Preferred Qualifications:**

* Previous experience working in a production environment, such as a animation studio, game studio, or film production company.
* Portfolio/demo reel showcasing proficiency in animation, with examples of character animation, creature animation, and/or motion graphics work.
* Familiarity with scripting or programming languages (e.g., Python) for automation and workflow optimization.
* Knowledge of other aspects of the animation pipeline, such as modeling, texturing, lighting, and rendering.
* Experience with specialized animation techniques or styles (e.g., 2D hand-drawn animation, stop-motion animation, cel-shaded animation).
* Ability to adapt to new software and technology quickly.