

Job Summary

The animation developer will be responsible for working within cross functional teams to understand marketing and usability requirements and develop animations to meet regulatory and customer expectations. The position includes the animation of existing models, outlining the usage of medical devices, as well as the creation and rigging of new CAD models for integration into the device workflows and marketing materials.

This position is full-time (40hrs/week).

Qualifications:

- Experience with Maya or Blender (Maya preferred)
- CAD experience preferred

Interested persons should contact

Paul Wilkening (Paul Wilkening <pwilken3@jhu.edu>)

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