**JOB DESCRIPTION**

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| **Job Title** | **Digital Animator** |
| **Reports To** | **Head of R&D / Head of Communications and Marketing** |
| **Function** | **Research and Development / Comms and Marketing** |
| **Version/Date** | **July 2025** |

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| **Company / Function**[Pearson Engineering Ltd](http://www.pearson-eng.com/) is a world leading provider of counter-mine and combat engineering equipment. Our product range is wide and varied, including complex attachments for armoured vehicles and remote-controlled mine clearance systems.The current global situation, combined with our existing strong heritage and reputation with military end users, presents a unique opportunity to firmly position Pearson Engineering as World No.1 for Autonomous Combat Engineering Systems. To achieve this, Pearson Engineering has committed to an ambitious R&D programme investing circa £3m over the next three years. This will be focused on people and capabilities to build a centre of excellence for world-class robotics engineering in the North East of England.   |
| **Job Purpose**Pearson Engineering is seeking a talented Digital Animator. You will work with colleagues across our R&D and Marketing teams to bring ideas and solutions to life with animations built in Unreal Engine.You will be responsible for designing, creating and implementing digital assets and animations of existing and future Pearson Engineering products and services.The digital assets and animations will have utility for multiple purposes. This includes use in:* Effective internal communications of our Robotics and Autonomous Systems vision.
* Effective external communications of our Robotics and Autonomous Systems.
* Creating digitals twins of Pearson Products and Solutions.
* Creating virtual training environments for Pearson Products and Solutions.
* Creating virtual testing environments for Pearson Products and Solutions.
* Creating virtual sales support tools.

The role will involve working from early conceptual stages through to final release animations for external use, fully aligned with Pearson Engineering brand and messaging.  |
| **Key Responsibilities*** Design and create digital assets for Pearson Engineering current and future products using Unreal Engine, communicating technical concepts to a range of audiences
* Design and implement representative digital environments for use in Pearson Engineering animations and Digital Twin applications.
* Design and implement high-quality animations to illustrate and promote current and future Pearson Engineering products.
* Collaborate with cross functional teams across Technical, Marketing and Business Development to storyboard the assets and animations required to add value and drive business success.
* Maintain and update digital and animation assets as required.
* Ensure all assets and animations produced fully align with Pearson Engineering brand and messaging and support the development of animation as part of the Pearson Engineering brand.
* Stay informed on current trends, tools and techniques related to animation and Unreal Engine.
* Ensure Pearson Engineering is well positioned to benefit from the latest animation tools and techniques for maximum impact.
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| **Skills/Experience*** Experience in designing and creating high level animations is essential.
* Proficient in the use of Unreal 5 for the creation of digital assets and animations.
* Familiarity with Unreal Engines animation related workflows, including rigging, sequencing, blueprints and state machines.
* Strong understanding of animation principles, timing and motion. Strong understanding of marketing principles and role of animation in brand identity.
* Familiarity with performance optimisation and memory management for optimal animations.
* Ability to work from concept through to final animation.
* Ability to fully incorporate company branding and messaging within digital assets and animations created.
* Knowledge and experience using other animation tools such as Blender advantageous.
* Knowledge and experience using Git for version control advantageous.
* Experience working with cross functional teams.
* Appetite for learning new technologies and applications.
* Self-motivating, proactive and results driven approach.
* Collaborative ethos is essential.
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**Working Conditions**

* Mainly office based with visits to external customers (both UK and overseas) from time-to-time.
* Working conditions whilst on customer sites may include working outside of normal business hours and being required to work in inclement field conditions.
* Reduced working hours on a Friday.

**Personal attributes and other requirements**

* As a defense contractor, we have a number of security obligations placed upon the Company, which means that all our staff must be able to successfully achieve the relevant security clearances.
* You will be expected to support in-house training programmes, as required.