



LIGHTHOUSE STUDIOS LIMITED



#JOB-2431958



LIGHTHOUSE STUDIO, St Kieran's Col,
Kilkenny, Co. Kilkenny, R95 Y99T



No of positions : 1



Paid Position



37.5 hours per week



34000.00-36000.00 Euro Annually



03/02/2026



03/03/2026

How to apply

Application Method :

Please apply to the vacancy by the following means:

URL :

<https://lighthouse.bamboohr.com/careers/352>



Open your camera
app & point here
to view this ad
online



Experienced Builds & Rigging Artists for two upcoming productions

Application Details

In order to work in Ireland a non-EEA National, unless they are exempted, must hold a valid employment permit. Please review the [Eligibility and requirements for an employment permit](#) if you are unsure of your eligibility to apply for this vacancy.

Job Description

We are now hiring an experienced Builds and Rigging artists to work on either of the upcoming productions. We are looking for people who will join us in our quest to create the best possible animated content for our partners.

First production dates : Start date 3rd February 2026, contract ending 30th October 2026

Second production dates : Start date 30th March 2026, contract ending 4th September 2026

First production relate to a show that have been classified 16+ and while the subject matter of the show is presented in a fantasy or comic context, the production may contain 16+ content. Lighthouse will always seek to reasonably accommodate those applicants with conscientious or other objections, however given the nature of both the role and subject matter, this may not always be possible. Applicant discretion is therefore advised.

Applicants must be available to work on either production. If you are not comfortable working on a 16+ show, this must be clearly stated in your cover letter. Based on information shared, applications will be reviewed and considered for the production deemed most suitable by Lighthouse Studios.

PLEASE NOTE: For this role, candidates may work either from our Kilkenny studio or remotely within the Republic of Ireland., there is no option to work freelance from outside of Ireland

About the role

The builds & rigging artist will play an important part in our overall production process and will be responsible for creating and maintaining a smooth and efficient rigs for 2D animation.

We really value can-do attitudes here at Lighthouse. If you're someone who thinks outside the box

and looks for solutions, not problems, then you'll fit right in!

What you'll be doing

Build and rig, in Toon Boom Harmony, main and secondary characters, props and environmental elements

Identify problems in designs and provide well thought out solutions

Work closely with Builds & Rigging Supervisor, Lead and direct team

Ensure assets match the design and are suitable to be animated in Toon Boom Harmony

Deliver rigs according to deadlines and delivery requirements (e.g. naming conventions)

Ensure work is completed and delivered as per schedule

Potentially work with other departments such as Animation and Scene Prep to help ensure rigs are delivered as expected

Communicate any issues that may arise to your lead and production

Ensure notes are addressed in a timely manner once received

The above is not exhaustive and from time to time you may be asked to carry out other tasks

What we're looking for

3+ years of experience working as a builds and rigging artist

Expert knowledge of Toon Boom Harmony software version 20+

Problem-solving skills

Strong drawing skills

Great attention to detail

- This vacancy is suitable for Remote/Blended working
- **Sector:** arts, entertainment and recreation

Career Level

- Experienced [Non-Managerial]