



LIGHTHOUSE STUDIOS LIMITED



#JOB-2433410



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



11/02/2026



11/03/2026

How to apply

Application Method :

Please apply to the vacancy by the following means:

URL :

<https://lighthouse.bamboohr.com/careers/350>



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



Experienced Toon Boom 2D Animation artist 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 searching for experienced Animators to work on either one of our 2 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 23rd of March 2026, contract ending 18th of December 2026

Second production dates: Start date 25th of May 2026, contract ending 16th of October 2026

One of the productions relate to a show that have been classified 16+, 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

Your role as an animator is to create the final approved Rigged 2D Animation in Toon Boom Harmony according to a weekly quota as advised in your contract and as agreed with the animation director and communicated by your immediate supervisor and occasionally working on retakes.

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

Study the animation style of the production as well as the animation supervisor's brief on the objectives of each scene.

Animate an assigned number of frames as per quota per week, comprising multiple passes and approval by the animation supervisor/lead and animation director. Please note that quota can vary depending on difficulty and complexity of the assigned scene, which will be assessed by the production department and the relevant supervisor

Follow the instructions of both the animation supervisor/lead and the production manager in order to meet creative standards and production deadlines

Communicate any problems to the animation supervisor, production manager and production coordinator

Communicate progress of work to the animation supervisor, production manager and production coordinator

Ensure quality and style of show is consistently achieved in animation work and that all notes/retakes are added

Support junior crew members occasionally, as per supervisor's request

Follow exact procedures set by Lighthouse Studios (i.e. file naming and storage) according to the production's guidelines

What we're looking for

3+ years of Professional Studio experience as a Character animator

Professional Experience working with Toon Boom Harmony Rigs

Strong understanding of traditional 2D principles

Excellent time management skills and the ability to prioritize work

Attention to detail and ability to find solutions

Experience with Shotgrid/Flow is considered a plus

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

Career Level

- Experienced [Non-Managerial]