

RLT

Rachelle Lewis Talent, Inc

Global VFX & Animation Staffing
Creative/Technical/Production/Executive

rachellelewis.com

Position: CG GENERALIST (MID-LEVEL)
Contract: ASAP – FULL-TIME, PERMANENT
Contact: talent@rachellelewis.com

RLT is looking for a few talented CG Generalists to join a cutting edge, high-end VR company in Los Angeles. This is a growing facility and great work environment with industry vets/professionals. VR projects are diverse and high-profile.

This Role starts ASAP and is a full-time, permanent position with excellent benefits and compensation.

This position requires knowledge of numerous disciplines on the VR pipeline. Must have production experience in animation, modeling, and VR.

RESPONSIBILITIES:

- Model, shade, light, composite with Maya, Houdini, or Nuke.
- Partner with the VR Supervision teams, Discipline Leads, and Programmers, to plan the creative and technical approach to multiple VR productions and to deliver user-friendly tools (both standalone and written specifically for existing 3D CG packages).
- Define and effectively describe efficient and innovative workflows for internal teams and external customers.
- Investigate new workflows for integrating CG and live-action in VR, for internal and external customers.
- Produce beautiful content for external partners and internal customers.

REQUIREMENTS:

- A minimum of 3-years professional experience in the VFX, Animation, VR, and/or Games industries.
- Working knowledge and experience in modeling, lighting, surfacing, and compositing.
- Strong eye for lighting, color, composition, and detail.
- Experience with Unreal Engine 4 or Unreal Engine 3.
- Accomplished visual artist (Games/Animation/VFX) with credits on at least one Title/Feature.
- Working knowledge of the content creation tools and processes involved in real-time 3D asset production.
- Experience with 3D tools including 3DS MAX, MAYA, Autodesk 3D, Zbrush.
- Excellent Maya or similar 3D modeling software.
- Experience working with engineers in Look Dev or research.
- Production experience texturing and shading in packages like Substance Painter, Mari, or Adobe Suite.
- Production experience in 3d Sculpting packages like Mudbox and Zbrush.

- Ability to work within memory and performance constraints while maintaining high visual quality.
- Ability to juggle multiple projects simultaneously.
- Self-motivated and the ability to collaborate effectively with a team.
- Strong written and verbal communication skills.
- Strong problem-solving skills.
- Excellent attention to detail.
- Strong organizational, planning and prioritization skills.
- Ability to work under tight deadlines.
- Works well with others.
- Positive, “can-do” attitude and a sense of humor.
- High degree of comfort with constant change.
- High level of computer literacy.
- Bachelor’s degree or equivalent experience required.
- Working remotely can be a consideration.

To expedite the process, please submit resume and reel to talent@rachellevlewis.com. If you fit the criteria needed for this position, we will email you with more information and schedule a call.

Thank you.