

RLT

Rachelle Lewis Talent, Inc
Global VFX & Animation Staffing
Creative/Technical/Production/Executive
rachelelewis.com

Position: PIPELINE TD
Location: Montreal, Canada
Contract: ASAP – ROP or Full-Time Staff
Contact: talent@rachelelewis.com

ANIMATED FEATURE FILM

RLT is looking for Pipeline TD's for a well known Animation Studio in Montreal that is currently in production on two CG Animated Feature Films (theatrical release). Industry vets and Directors are part of this high-end creative crew.

These positions have **start dates** ranging from May through July 2019 with **durations** of 5 to 12 months. Fulltime staff positions also available for Canadian citizens or people holding Canadian PR. Strong Relo provided, excellent Benefits provided.

JOB SUMMARY

The Pipeline TD works closely with artists and fellow team members to research, design, develop and maintain in-house tools to solve production issues and make productions more efficient. The successful candidate has the ability to identify deficiencies in technical processes and proactively recommend solutions. The right candidate for this position is not just a programmer, but a thinker and a problem solver who works well in a team-oriented production environment where ongoing technical innovation is expected. The Pipeline TD role is a balance of R&D and end user support, so if you enjoy developing awesome tools and helping artists deliver their best work, this job is for you.

RESPONSIBILITIES

- Responsible for the research, design, development and deployment of proprietary scripts, plug-ins and applications for the CG production pipeline.
- Conducts ongoing research in emerging industry technologies and development techniques, and determines practical applications for these advancements in order to improve production.
- Develops and executes test plans for tools and performs regular evaluation of tool performance.
- Studies patterns and trends, identifies common technical problems in production and recommends/implements new processes or workflows to address those problems.

QUALIFICATIONS

- A degree in Computer Science, Animation, Film or related field.
- 2-Years production experience in CG or related industry.
- Proficient with Maya and Python.
- Comfortable working in Linux.
- Firm understanding of CG production concepts and workflow.

NICE TO HAVE

- Experience with Houdini, Nuke, Mari, Arnold.
- Experience with C++, OSL, MEL, CSH.
- Familiarity with Windows and OSX platforms.
- Previous experience working as a CG artist.

**** To expedite process, please submit resume to talent@rachellelewis.com.**

**** This job description is not meant to be all inclusive. Employee may be required to perform other duties to meet the ongoing needs of the organization.**

**** Please note that Canadian citizens and Canadian permanent residents will be considered in priority.**

**** This work needs to be done in-house, so no remote opportunities.**

**** If you fit the criteria needed for this position, we will email you to set up a phone call.**

Thank you.