



**Position: 3D GENERALIST/MULTIMEDIA PRODUCTION ARTIST**

**Location: REMOTE/USA**

**Contract: ASAP – FULL-TIME/PERMANENT**

**Contact: [talent@rachelelewis.com](mailto:talent@rachelelewis.com)**

### **ROLE SUMMARY**

We are seeking a Multimedia Production Artist (3d generalist) to join an accomplished team of computer graphic artists and scientists. This role is with an integrated marketing and communications firm specializing in healthcare, with the goal of producing the best scientific art the world has ever seen. This firm was recently named one of the best places to work in several press outlets.

This team of artists creates high-end animations, imagery, motion graphics and experiential media to explore the fascinating world of scientific discovery, and the pursuit of conquering incurable diseases with leaders in the field of medicine.

This is a full-time, permanent position starting ASAP with a competitive salary and outstanding benefit program and perks. This includes flexible PTO, expanded paid leave for new parents with a *4th Trimester* program that helps new parents transition back to work, and a five-week sabbatical program. Other perks include Income Protection, Retirement plans/401(k) match, and cell phone savings plans.

This role is working remotely to start and then moving to in-studio (TBD) when it is safe to do so.

### **ESSENTIAL FUNCTIONS**

- Produce 3D and/or 2D computer graphic visuals
- Explore and develop new styles and visual approaches to producing micro-biological environments
- 3D Generalist functions include 3D modeling, texturing, scene setup, lighting, animation and rendering
- Post-production functions, including render pass compositing
- Motion graphic design, style development and animation
- Video editing, compositing and integrating with CG elements

### **KNOWLEDGE AND CRITICAL SKILLS/EXPERTISE**

- Advanced knowledge of 3D modeling and animation software principles
  - a. Mastery of at least one 3D animation software platform (i.e. 3dsmax or maya)
  - b. Core understanding of modeling, texturing, lighting, scene setup, animation and rendering techniques
  - c. Proficiency in organic form modeling

**and/or**

- Advanced knowledge of compositing, 2D animation and motion graphic principles
  - a. Mastery of at least one 2D animation software platform (i.e. Adobe AfterEffects)

- b. Proficiency in multi-pass render compositing
- c. Ability to maintain professional manner in a high-pressure, deadline-driven environment

#### **EXPERIENCE/EDUCATION**

- Bachelor's degree in art, computer graphics or related discipline and minimum 2 years professional experience in a CG production studio environment
- or-**
- Master's degree in scientific/medical visualization, computer graphics or related discipline.

To expedite this process, please submit your reel and/or portfolio and resume to [talent@rachelelewis.com](mailto:talent@rachelelewis.com)

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

Please note at this time this client does not have the capacity to hire anyone who does not already have legal right to work in the US and is not able to sponsor immigration petitions for this role at this time.