

# RLT

Rachelle Lewis Talent, Inc  
Global VFX & Animation Staffing  
Creative/Technical/Production/Executive  
[rachelelewis.com](http://rachelelewis.com)

**Position: LIGHTING PIPELINE TD – ANIMATION/VFX**

**Location: UK**

**Contract: 12-Month / Dec 2020 through DEC 2022**

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

RLT is looking for a Lighting Pipeline TD for a multi-award-winning studio in the UK specializing in Animation and VFX for TV, Film, Games and more.

This is a 12-month contract starting December 2020. Remote to start and then in-studio as soon as it's safe to travel/work in-studio. Excellent benefits and compensation.

The Lighting Pipeline TD will support the creative and visual objectives of the Lighting Team through pipeline troubleshooting, user support, technical direction, and tool development.

- Work closely with the lighting and comp artists, Lighting Supervisor, other TDs and R&D teams to ensure a common and standardized approach to the workflow, tool development and support.
- Reports to the Pipeline Supervisor and Head of Department.

#### **RESPONSIBILITIES:**

- Assist the Lighting team with day to day issues
- Ensure that tools and procedures support the creative process
- Leading development of new tools
- Help develop the software toolkit used in the Lighting department
- Take responsibility for the optimization of the workflow of the department
- Testing and validating new releases of pipeline tools
- Liaise with R&D to ensure compliance with internal best practices
- Understand the processes of adjoining departments, provide input where required to maximize efficiency and quality
- Creating and updating technical documentation for Lighting processes
- Establish close partnership with Lighting staff and other TD groups
- Implements strategies/efficiencies in render requirements

#### **REQUIREMENTS:**

- 3 + years' experience on feature films, TV and/or animated feature
- Proven pipeline TD experience in full CG productions
- Degree in Animation, Film, Computer Science, Design, Engineering, Math's or Physics
- Thorough understanding of compositing
- Proven experience troubleshooting, maintaining, and developing tools in industry standard software (including Maya, Nuke, etc.)
- Experience and knowledge in Python language (C++ as a bonus)

- Advanced level of understanding of 3D packages, rendering technologies, and Lighting principles
- Knowledge or experience with USD is a bonus
- Ability to code review and troubleshoot problems as they arise
- Pro-active problem solving within parameters and manage your own workload
- Ability to quickly acquire a working understanding of off-the-shelf and proprietary software tools
- Ability to work collaboratively, build relationships and share knowledge
- Ability to communicate in both a technical and artistic manner with various personality types

**To expedite the process, please submit your resume and reel to [talent@rachellevLewis.com](mailto:talent@rachellevLewis.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**

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

**Thank you.**