



Position: CG Generalist

Location: US / Remote

Contract: Starts ASAP, Full-time/Permanent

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RLT has a client that is seeking a VFX Producer for their boutique VFX studio in California, currently working on high-end VFX projects.

- Starts ASAP and could be a full-time/permanent position
- Remote from the US
- Pacific time zone preferred or able to mirror core hours 9a-6pm PST (hours can be flexible)

Responsibilities:

- Create computer graphics for feature films, games, mobile games, commercials, XR Stages, apps, VR/AR, and other projects
- Responsible for lighting, rendering and compositing 3D renders, with some involvement in creating photorealistic environment assets and set dressing props using 3D and 2D tools and techniques
- Use a variety of software programs to create high quality computer graphics, while working under direction of Supervisors
- Meet deadlines while maintaining a high level of productivity
- Interface with production effectively and participate in the success of the company on a daily basis

Requirements:

- Minimum of 4 years of professional experience in feature film visual effects and/or games
- Bachelor's degree in Computer Science, Computer Graphics, or similar discipline
- Capable in principles of 3D, such as modeling, texturing, shading, lighting,

animation, basic rigging, and rendering

- Solid understanding and working knowledge in software such as Maya, Nuke, Arnold, Gaffer, Katana, ZBrush, 3ds Max, and Photoshop
- Strong traditional art and photography skills
- Strong knowledge of shading, look-dev, and lighting, with the ability to create and manage lighting scenes
- Strong 3D modeling and texturing abilities
- Ability to work in a self-directed manner and in a collaborative team environment
- Excellent written and verbal communication skills
- Experience with motion graphics is a plus
- Experience with Unreal Engine and Unity is a plus