



Position: TD Generalist

Location: US / Remote

Contract: Starts ASAP, Full-time/Permanent

Contact: dana@rachelelewis.com

RLT has a client that is seeking a TD Generalist for their boutique VFX Studio 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:

- Responsible for lighting, rigging, simulation (fluid, smoke, cloth, dynamics), camera setup/tracking/animation, render optimization, and jack-of-all trades computer graphics work
- Build and maintain VFX tool sets including Maya, Houdini, Nuke and a range of utility applications
- Write technical design documents for internal use
- Participate and collaborate in both creative and technical discussions with team members
- Contribute to multiple deadline-driven projects while maintaining the client's visual goals
- Troubleshoot internal pipeline issues with the technical team
- Determine technical opportunities within the company to improve and/or become more efficient
- Guide and develop workflows that streamline production
- Help foresee production obstacles and develop strategies to meet project deadlines
- Interface with production effectively and participate in the success of the company on a daily basis

Requirements:

- Must be a US Citizen or Green Card holder/Permanent Resident
- Minimum of 3 plus years' professional experience in feature film visual effects, games, and/or animation
- 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, Python, Arnold, and Shotgun
- Strong traditional art and photography skills
- Strong knowledge of shading, look-dev and lighting
- Ability to light characters and environments, interior and exterior, different times of day, etc.
- Capable of taking initiative to produce independent solutions to technical and artistic challenges
- Eager to learn about and participate in multiple departments
- Ability to work in a self-directed manner and in a collaborative team environment
- Excellent written and verbal communication skills
- Experience in shader writing, C++, MEL, objective C and web development is a plus
- Experience with Unreal Engine and Unity is a plus
- Experience in git/GitHub/GitLab a plus

If you're interested in talking about this excellent opportunity, please send your resume to maryanna@rachellevLewis.com.

If you fit the criteria, the next step would be setting up a phone or zoom where we can give you the full download after signing an NDA (requested by the client).

Thank you - <http://rachellevLewis.com/>

Contact: dana@rachellevLewis.com with resume (and reel) if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to candidates