



**Position: CG Supervisors**

**Location: Vancouver / Los Angeles**

**Contract: ASAP / STAFF**

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

RLT is seeking talented and experienced CG Supervisors to join our client's Vancouver and LA offices. Our client is an award-winning VFX studio that works on a variety of high-end VFX projects, including high-profile VFX episodics and features.

**RESPONSIBILITIES:**

- Collaborate with the Head of 3D, VFX Supervisor, and VFX Producer on project assignments
- Manage and oversee the CG team to problem solve creative and technical issues on assigned shots while maintaining an awareness of the team to know the relative strengths and weaknesses of the artists
- Oversee and comfortable working on all tasks associated with the CG process, including animation, modelling, rigging, texturing, shading, lighting, rendering, effects, particle simulation, and tracking
- Interface with other departments to ensure the seamless combination of work from other disciplines, such as communicating with Nuke Compositors and Comp Supervisors regularly
- Maintain knowledge of status of all shots, monitor team progress both creatively and budgetary, and accurately interpret client notes to the team
- Perform R&D and look-dev, and build shot templates, as necessary
- Partner with Head of 3D and internal VFX Supervisors on client interface

**REQUIREMENTS:**

- Expert technical knowledge of various CG disciplines with 8 years' experience in a production environment
- Proficient in Maya and Vray Rendering System

- Critical eye for detail and a strong aesthetic sensibility, with the ability to communicate visual ideas to the team
- Ability to provide creative and artistic solutions, as well as technical thoughts and ideas to CG challenges
- Possess strong technical and leadership capabilities, with the ability to train teams of 3D artists
- Sharp organizational skills, able to engage in various projects simultaneously while maintaining meticulous attention to detail
- Experience in project management and can balance quality within budgetary and schedule constraints
- Adept at providing articulate, helpful feedback to artists
- Maintain a desire to delivery consistently highly aesthetic and highly technical quality work, while encouraging those around you to the same standards
- On-set supervision experience, a plus
- Working knowledge of the following programs:
  - 3DS Max
  - Redshift
  - Zbrush and/or Mudbox
  - Substance Painter/Designer and/or Mari
  - Nuke
  - Syntheyes
  - ptGui
  - Agisoft Photoscan

If you're interested in talking about this opportunity, please email us and include your resume and reel.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

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

**Contact:** dana@rachellevewis.com with resume/reel list if interested.

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