POSITION: Houdini CG Generalists- VFX - Film & Episodic
LOCATION: US / NY / Remote
CONTRACT: ASAP - FT Staff (North America) or Freelance (NY)
CONTACT: dana[@]rachellelewis.com

JOB SUMMARY:

This is a remote position. The Houdini CG Generalists will create CG assets and effects. S/he is skilled in creating cinematic photo-real particles, smoke, fluid, fire, and rigid body dynamics. S/he will ensure successful delivery of CG elements for feature film and episodic shots, contribute to pipeline conceptualization and development as it pertains to his/her work. The ideal candidate is an excellent communicator, with very strong technical experience, problem solving skills and a keen eye for photo-real aesthetic.

Reports to Executive Producer of Film & Episodics and the Head of VFX Creative & Technology.

- Work closely with Supervisors and clients to deliver excellence in the CG creative and technical approaches for projects
- Working within projects' structures and production deadlines to complete all tasks
- Integrating created elements into scenes with lighting, shadows, reflections, etc.
- Working closely with Lighting Artists and Compositors to ensure all effects will work smoothly within the pipeline.
- Producing look-tests based on provided reference materials

REQUIREMENTS:

- Proficiency in using Houdini for FX creation, or any FX Plugins for Houdini
- Some experience using Nuke
- Knowledge of the following:
    - rigid body and particle dynamics
    - volume modeling and rendering
    - procedural geometry generation
    - fluid dynamics
    - pyro dynamics
    - cloth (vellum, ncloth)
    - Strong understanding of physical dynamics and natural phenomena
- Experience with the following software packages:
    - Houdini
    - Maya, a plus
    - Scripting proficiency using Python and VEX, a plus
    - Strong technical knowledge and organizational skills
    - Good communication skills and able to take exact direction from VFX Supervisor, Leads and Producers
    - Experience or knowledge in Unreal is a plus.
    - A complete understanding of 3D principles, methodology and approach, software and production pipelines as well as software design and implementation

If you're interested in talking about this excellent opportunity, please send your resume and reel to **dana[@]rachellelewis.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://rachellelewis.com/

Contact: dana[@]rachellelewis.com with resume if interested.