



RACHELLE LEWIS TALENT

Animation & VFX Talent Experts
rachelelewis.com

Position: HEAD OF 3D
Location: Portland, OR (Remote OK to start)
Contract: ASAP – Full-time/Permanent
Contact: dana@rachelelewis.com

RLT is seeking an experienced 3D Supervisor to act as our client's **Head of 3D**. Our client builds assets and sells their "kits" to various clients, from high-end production companies to weekend tinkerers.

As an ideal candidate, leading creative teams is your primary area of focus, drawing on your years of experience working with 3D teams in VFX / video games. While you are more than capable of jumping into 3D software when needed, delegation is your primary tool to accomplish your goals. You are adept at providing technical and creative feedback to your team in a constructive and thoughtful way. You are accustomed to delivering multiple projects simultaneously while meeting deadlines and staying on budget. You are organized, efficient, creative, open minded, and excited to build an unstoppable team. Your strong expertise with 3D, art direction, and leadership skills help you to inspire a team and bring out the best in each artist.

This position starts ASAP and is a full-time, permanent role with excellent benefits and competitive compensation. Remote is OK to start but relocation to Portland, OR will be required; financial assistance provided for relo.

RESPONSIBILITIES:

- Manage the design, modeling, and texturing teams
- Provide art direction and technical troubleshooting assistance to the company's team of artists
- Set quality standards for the client's production and QC all 3D work to ensure it meets those standards
- Design, implement, and evolve the 3D pipeline
- Work with engineering team to develop pipeline tools
- Work with leadership to establish objectives and set the department roadmap
- Work with other departments on product releases, R&D efforts, and operational efficiencies
- Work with AAA game studios and VFX companies to understand how we can help them accomplish their projects better
- Recruit and develop talented artists to grow our client's 3D team
- Own all aspects of the 3D department, creating an inspiring place where artists love to work, and producing the highest quality content

REQUIREMENTS:

- 10+ years of professional experience as a 3D artist in VFX / video games
- 5+ years of experience as a Supervisor in VFX / video games
- In depth knowledge of 3DS Max or Maya
- In depth knowledge of V-Ray
- In depth knowledge of Modeling / Texturing workflows

PREFERRED SKILLS / EXPERIENCES:

- Experience with game engine workflows using Unreal or Unity
- Experience with multiple 3D softwares such as Blender, Houdini, C4D
- Experience with Substance Designer / Painter
- Experience working with pipeline developers to create tools and new workflows

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

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://rachellelewis.com/>

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

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