RLT

RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production

rachellelewis.com

POSITION: Pipeline Technical Director
LOCATION: Toronto, Ontario, Canada
CONTRACT: ASAP - FT Staff / Permanent
CONTACT: dana[@]rachellelewis.com

RLT is seeking a ***Pipeline Technical Director*** for a boutique visual effects studio in Toronto, Ontario, Canada, working on **Tier A series and features**. This client is an **artist-led,** high-end facility that is in the midst of a massive growth period-- looking to double in size in the next two years, and doing so intelligently.

JOB SUMMARY:
The Pipeline Technical Director will play an integral part of the maintenance and development of our client's efficient production pipeline, while creating tools to enable artists to realize the client's vision. You will be responsible for designing, developing and implementing new tools that enable the artists, creative leads and supervisors to complete their projects. Provide critical technical support and assist in troubleshooting and debugging of production issues and enhancing the pipeline.

RESPONSIBILITIES:
- Maintain and improve the studio pipeline and tools.
- Provide ongoing maintenance and documentation of new tools and workflows.
- Work closely with artists, IT, and Production to troubleshoot technical issues.
- Work closely with artists to uncover their needs and develop effective tools to meet the complex requirements of projects.
- Identify any issues and determine the best solution that meets end user requirements.
- Provide solutions to improve workflow efficiency and alleviate any bottleneck.
- Review and provide quality control throughout the technical process.
- Problem-solve creative and technical problems under tight deadlines.
- Improve and streamline technologies and tools for the production pipeline and workflow.
- Keep current on new methods, software, and techniques used in post-production, and incorporate them into the studio's pipeline where possible.

QUALIFICATIONS:
- Degree in Computer Science or similar education.
- At least 3+ years' of experience in a computer science related field or in a technical visual effects position.
- Excellent knowledge of Python.
- UI development using PySide / PyQt4.
- Experience with Shotgun is strongly desired.
- Excellent knowledge of one or more of the following software: Maya, Houdini, Nuke, Red shift, Arnold, Mari.
- Experience with workflows based on Pixar's USD scene description language would be strongly desired.
- familiarity with GIT / SVN and collaborative workflows.

- Proven ability to work independently and in a team setting.
- Ability and interest in learning new skills autonomously is highly desired.
- Capacity to thrive in a results-driven pipeline.
- Ability to multitask, prioritize and problem solve.

If you're interested in talking about this excellent opportunity, please send your resume 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.

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