



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

POSITION: Animation Technical Director

LOCATION: Los Angeles / Palo Alto, CA / Remote

CONTRACT: Full-time Staff / Permanent

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RLT is seeking an **Animation Technical Director** for a newly established feature animation studio that is already making a name for itself in a big way. Comprised of the industry's top talent, this Academy-Award-winning team is eager for passionate candidates ready to grow creatively, professionally, and personally. Are you bored with the antiquated assembly-line approach of legacy studios? Our client is waiting for you. This opportunity is one of those "moments" that will be remembered in animation history. If this sounds like something you're up for - we'd love to hear from you.

JOB SUMMARY

The Animation TD is the go-to technical person for our client's animation and rigging departments. In this role, you will work closely with these departments to understand and create workflows for each task, identify areas of friction, and propose and develop solutions. These solutions can be direct artist support, developing artist tools, engineering production technology, and inspired innovation. The Animation TD must be able to unravel workflows and straighten them out.

RESPONSIBILITIES

- Understand workflows to both identify friction and smooth it out.
- Provide technical support for artists and pipeline processes.
- Facilitate shot setup and create processes to automate.
- Write high-quality reusable code to create tools and libraries.
- Establish, improve, and adhere to standards and protocols.
- Work in alignment with our client's team strategy.
- Collaborate with animation, engineering, and other TDs to collectively develop new workflows and tools.
- Constantly try to improve the general functioning of the pipeline and the company in general.
- Take direction from supervisors as well as demonstrate autonomy and good time management.
- Follow emerging trends in animation/rigging technology and evaluate their impact on the company's pipeline and workflows.

REQUIREMENTS

- 4+ years of previous experience in animation, visual effects, or gaming.

- Excellent understanding of large scale production processes, workflows, and pipelines, within animation, visual effects, or gaming.
- Excellent troubleshooting and problem solving skills.
- Experience developing tools for production software such as FLIX, Nuke, Substance, Z-Brush, Maya, Houdini, and Unreal.
- Excellent technical and artistic communication skills.
- Advanced experience with Python, Maya, Unreal Editor.
- Ability to triage and multi-task under strict deadlines.
- Experience with version control systems.
- Write and maintain technical documentation.

BONUS

- Experience with character development, animation, and character rigging in pre-production.
- Basic knowledge of character modeling, specifically working with character geometry and topology.
- Experience with Perforce, RV, Shotgun API, Unreal Editor, and USD.
- Good knowledge of Windows.
- A degree in Computer Science, Computer Graphics or other related field.
- Experience with C++, PyMel, PyQt/PySide.

If you are 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://rachellevewis.com/>

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

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