



POSITION: FX Artist

LOCATION: Los Angeles / Palo Alto, CA

CONTRACT: Full-time / Permanent

CONTACT: [dana@\[rachelelewis.com](mailto:dana@[rachelelewis.com)

RLT is seeking a **FX Lead** 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 FX Lead will oversee and provide continuity for a team of FX artists who will be designing and implementing a variety of FX elements ranging from pyro simulations, vellum simulations, and fluid solves to rigid body dynamics and other FX techniques. Come demonstrate your passion for lighting while building a next-generation production studio.

RESPONSIBILITIES

- Create stylized FX and elements to match the vision of the production design.
- Create tools and workflows to streamline element generation.
- Be hungry to create/research innovative FX methods to create never before seen visuals.
- Lead an FX crew to deliver per the production's goals and expectations.
- Work collaboratively with creative leadership in a production environment.
- Provide guidance and mentorship to FX Artists; support technical questions of others.
- Assist with scripting and providing support and documentation for tools created.
- Develop Houdini engine assets to assist with world building inside Unreal.
- Work with a range of departments to achieve production goals.
- Stay informed of current FX-related technologies and implement them effectively.

REQUIREMENTS

- 6 + years experience in photo-real and/or stylized simulations of natural phenomena, particle systems, procedural modeling, procedural animation, hard and soft body dynamics, etc.
- Solid understanding of Houdini and VEX, HOM and Houdini Engine.
- Experience with high-end 3D software – Houdini required, Unreal a plus.
- Must have strong visual and technical skills.

- Experience writing scripts (hscript, Python) and/or programming required.

BONUS

- Previous experience in a leadership role preferred.
- Experience with Unreal/Niagara is a big plus.

If you are 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://rachellelewis.com/>

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

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