



POSITION: Generalist Technical Director

LOCATION: Los Angeles / Palo Alto, CA / Remote

CONTRACT: Full-time / Permanent

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

RLT is seeking a **Generalist 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? Do you have ideas that you think should be heard? Are you interested in working with a company in which you hold equity? 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 Generalist TD is the glue that holds our team together and allows everyone to work as effectively as possible. From story through delivery, the Generalist TD will partner with all teams to understand workflow for every 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 Generalist TD has to be able to unravel workflows and straighten them out.

RESPONSIBILITIES

- Work in alignment with our client's team strategy.
- Understand workflows, 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.
- Collaborate with Art and Engineering 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 time management.
- Follow emerging trends in game engines and real time ecosystems and evaluate their impact on the company's pipeline and workflows.

REQUIREMENTS

- 4+ years of previous experience in Animation, Visual Effects, or Game Industry.

- Excellent understanding of large scale production processes, workflow, and pipeline in the Animation, Visual Effects, or Game Industry.
- Excellent troubleshooting and problem solving skills.
- Experience developing tools for production software such as FLIX, Nuke, Substance, Z-Brush, Maya, Houdini, and Unreal.
- 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 Perforce, RV, and Shotgun API.
- Good Windows Knowledge.
- 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://rachellelewis.com//>

Contact: [dana@\[rachellelewis.com\]](mailto:dana@[rachellelewis.com]) with resume if interested.

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