



**POSITION: Pipeline Supervisor**

**LOCATION: US Remote**

**CONTRACT: Full-time Staff / Permanent**

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

RLT is seeking a ***Pipeline Supervisor*** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other “NFT” developers on a number of fronts.

### **JOB SUMMARY**

As a new studio, our client needs an experienced and knowledgeable pipeline supervisor to lead in creating an all new pipeline, designed for a 100% remote workforce, and flexible enough to handle game development for Unity and 3D animation in Maya, and the production tracking to keep it all under control. This is an opportunity to plan and implement the pipeline you’ve always complained other studios didn’t have. Our client is looking for a leader, someone who can communicate both to their team, as well as to the Animation, Engineering, and IT departments.

### **RESPONSIBILITIES**

- Plan, develop and maintain an animation and games pipeline for a 100% remote studio
- In collaboration with IT, integrate tools and software with servers and workstations, including virtual workstations
- Integrate production tracking (probably Shotgrid or Ftrack) and asset management (currently undecided)
- Manage a team of pipeline engineers in creating, maintaining and documenting tools and integrations

### **REQUIREMENTS**

- Minimum of four years writing pipeline tools for a major VFX, animation or game studio
- Strong knowledge of Python, Mel, as well as Windows/Unix shell scripting and C#
- Experience implementing or integrating production tracking software (Shotgrid or Ftrack)
- Experience with Digital Asset Management integration
- Familiarity with source control software
- A strong understanding of the Maya/Unity workflow and C# experience
- Excellent communication skills both to your team and across disciplines
- Creating and maintaining accurate documentation of tools and processes

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://rachelelewis.com/>

**Contact: [dana@rachelelewis.com](mailto:dana@rachelelewis.com) with resume if interested.**

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