



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

POSITION: Technical Modeler

LOCATION: Los Angeles, CA

CONTRACT: FT Staff / Permanent

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RLT is seeking a **Technical Modeler** 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 Technical Modeler is a detail oriented artist who possesses strong organizational and technical skills in Modeling, Texture Mapping/UV Layout, Scene Assembly, Technical Management and Problem Solving. You thrive on innovation and creative problem solving. The person in this position has a solid understanding of modeling for production ready assets in Maya and Unreal Engine. You should be able to provide geometry, materials, effects and UE Blueprints to create complex scenes. A generalist at heart, you understand the principles and workflow of all production tasks & departments, and you can ensure that models from multiple sources can work in various and mixed workflows.

When a shot is broken, you are comfortable, confident and inquisitive. You have the knowledge to investigate a scene, identify potential issues in a character model, and be able to fix them using 3D packages like Maya/Blender/Zbrush/Houdini. You are able to understand the structure of character rigs, and when necessary, you are able to analyze their potential issues in shot context.

Technical constraints, technical support, technical engineering - this is all part of your repertoire. While you enjoy concentrating on the tasks at hand, you're also a great communicator and can work well supporting other artists, both individually and in a collaborative environment of our client's team of world builders.

RESPONSIBILITIES

- Work with a team of artists, including Visual Development Artists, 3D Environment Designers, Look Dev/Lighting and Rigging Artists to help develop beautiful models ready for production.
- Establish workflows and tools that other artists can utilize when making unique assets.
- Collaborate with downstream departments to meet their technical needs.
- Work with engineers and artists to optimize content for many platforms.

REQUIREMENTS

- Experience on 5+ animated feature films or games.
- Passionate, solutions focused and innovative.
- Proven ability to be detail oriented and to work efficiently within a production environment.
- Strong knowledge in 3D modeling software, such as Maya, ZBrush, Houdini and/or ability to learn new 3D animation tools.
- Excellent verbal and written communication skills.
- Strong problem solving skills.
- Bachelors' degree in Art, Computer Graphics, Engineering, related field or equivalent experience.

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://rachellevewis.com/>

Contact: maryanna[[@](mailto:maryanna@rachellevewis.com)]rachellevewis.com with resume and reel if interested.

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