



**RACHELLE LEWIS TALENT**  
Animation - VFX - Virtual Production  
rachelelewis.com

**POSITION: Head of Pipeline**

**LOCATION: NY/US Remote**

**CONTRACT: FT Staff / permanent**

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

RLT is seeking a **Head of Pipeline** for a New York City based VFX studio that is uniquely developing and producing content and entertainment for brands. Offering full service capabilities, this company spans across advertising, digital, short form, long form, episodic TV and feature films.

## **JOB SUMMARY**

The **Head of Pipeline** is responsible for leading a team charged with the development, implementation, and support of the Facility Pipeline. The Head of Pipeline collaborates with the senior Supervisors, Heads of Departments, Technical Leads, Production, and IT to maximize the return on workflows, while minimizing show risk and waste.

## **RESPONSIBILITIES**

- Help drive the design, implementation, maintenance, and evolution of a standardized pipeline for Visual Effects and Virtual Production.
- Supervise the Pipeline Team
- Supervise the deployment, configuration, and support of the existing pipeline
- Manage the planning, integration, and maintenance of developments within all aspects of the pipeline
- Ensure all development efforts meet the intended requirements while also adhering to the facility's unified development goals and style
- Manage and contribute to project-level developments, as well as their integration of back into the facility pipeline
- Create user-friendly documentation and tutorials for new tools and workflows
- Generate and monitor support and development tickets for projects
- Work with the other senior Supervisors, Technical Leads, and Heads of Department to ensure that the Pipeline meets the needs of the studio at large while being intuitive and nimble enough to meet the needs of individual projects
- Work with Production and Technology Management to ensure adequate support coverage to meet the demands of all active projects.

- Acts as an escalation point for Supervisors and Production Management to resolve pipeline and workflow issues.
- Promote a positive, collaborative, and productive work environment across the studio.

## REQUIREMENTS

- Demonstrated experience at a Supervisory level in the Visual Effects industry
- Minimum of 7 years of post-production pipeline experience in feature film and/or episodic
- Experience managing software, pipeline, and technology teams.
- Production experience with Houdini, Maya, Nuke, Unreal, and familiarity with developing tools for these DCC's using relevant APIs.
- Experiencing building, integrating, maintaining, and leveraging the frameworks and APIs within the VFX Platform ([www.vfxplatform.com](http://www.vfxplatform.com))
- Experience working with, and developing for, Shotgun
- Prior development experience with Python(2&3) and Linux in a production environment.
- Must be able to work in a collaborative, fast-paced environment.
- Good communication skills, both written and verbal.
- Expert understanding of Visual Effects workflows
- Experience with CPU- and GPU-based renderers (Mantra, V-Ray, Octane)

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.