



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

POSITION: 3D Pipeline TD

LOCATION: Remote

CONTRACT: Full-time, ASAP

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

RLT is a recognized global leader in animation and vfx talent acquisition. We have over 25 years of experience originating from our work at top-tier Hollywood studios. Our clients hire our firm to assist in their talent acquisition needs (we are not your ordinary recruiters nor are we "headhunters").

We are seeking a **3D Pipeline TD** for our client, a state-of-the-art post-production house based in NYC. This facility uses the most advanced cloud technology allowing their VFX team to work 100% remote. This is a very cool group led by Industry top-tier talent.

JOB SUMMARY

Our Client is looking for an experienced and talented 3D Pipeline TD with a background in visual effects for episodic television and/or feature films to join the team. This role will work with the global VFX pipeline team to provide artists, supervisors and data management support, solving 3DNVFX related issues. As the Pipeline TD, they will develop next-generation technologies that define the future of digital-media creation.

RESPONSIBILITIES

- Design, develop, implement, test and maintain efficient and creative workflows with VFX pipeline tools for the 3D artists (Maya, Houdini and Blender)
- Work closely with the engineering, technical-art, editorial, production and development teams
- Works daily with pipeline management team to identify and implement existing and new Features
- Work with artists to debug and resolve tools and rendering issues
- Write technical briefs/documentation and educate artists on tools and workflows
- Implement clean and efficient artist-facing user interfaces
- Identify early areas of improvement and escalates issues as needed
- Understand what parts of the pipeline are needed by each project
- Train and support artists in using pipeline tools
- Conduct ongoing research and recommend workflows that will improve efficiency
- Be able to mentor Junior developers.

REQUIREMENTS

- 5+ years of experience in a VFX or Post Production Facility or a similar role
- 3+ years experience working specifically on 3D softwares as Maya and Houdini
- Strong experience with development in Python, and PySide/PyQt including delivery of standalone tools, as well as libraries shared across multiple tools
- Solid general programming skills including knowledge of software patterns, build and packaging systems, debugging and optimization
- Experience with Shotgrid and Shotgrid Toolkit is necessary
- Experience with code management tooling such as GIT
- Experience on UNIX/Linux and Windows operating systems
- Strong troubleshooting and problem solving skills
- Fluency with common production formats and tools: image file formats, color management / OCIO / ACES
- Self-motivated with strong communications skills and able to work both in a team and independently.

BONUS

- Bash and other scripting skills
- DevOps and automation tools experience
- Experience working with render queue managers and experience with writing custom render job submissions
- C/C++
- Familiarity with Agile/Scrum development processes
- MySQL/MariaDB
- Knowledge of color science used in the visual effects industry.

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: maryanna[@]rachellelewis.com with resume if interested.

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