



RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production
rachelelewis.com

POSITION: Head of VFX Pipeline

LOCATION: Remote

CONTRACT: Full-time, ASAP

CONTACT: [maryanna\[@ \]rachelelewis.com](mailto:maryanna[@]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 **Head of VFX Pipeline** 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 Head of VFX Pipeline with a background in visual effects for episodic television and/or feature films to join their team. The Head of Pipeline is responsible for leading a team charged with the design, development, deployment, test and support of the VFX pipeline with custom software tools and components, and does this in conjunction with the Technology Department leadership as well as studio VFX / CG Supervisors and other Technical Leads. As a Head of VFX Pipeline you will have overall responsibility for identifying and defining the core pipeline and workflow requirements for large or complex shows. They will be responsible for designing technical solutions to the specific and general needs of those shows in collaboration with supervisors, senior production staff and developers.

RESPONSIBILITIES

- Work closely with the entire production team and artists to ensure that the pipeline meets the needs of the company as a whole
- Collaborate with Heads of Department and Supervisors to design and implement next generation Pipeline tools and workflows
- In collaboration with the VP of Technology build yearly roadmaps with clear goals, timelines and budgets for executive approval

- Serve as both a technical lead and a mentor to the pipeline software developers Stay up-to-date with new and emerging technology and methods, in order to identify future areas for development
- Manage, prioritize, review, and resolve tickets related to pipeline issues and needs
- Drive the design, implementation, and evolution of the pipeline
- Assist with troubleshooting and resolving any problems with farm management
- In collaboration with Engineering, integrate tools and software with servers and workstations on the cloud
- Be a supervising presence for junior members of the Pipeline team, including the Pipeline TDs
- Review the performance of the Pipeline team and ensure they receive feedback on a regular basis. Conduct Annual performance reviews and make recommendations for salary reviews
- Actively monitor the work climate in their team, taking steps to encourage and ensure the maintenance of a positive work environment and adherence to company values
- Train artists in relevant new technology and techniques; Ensure the unimpeded flow of data throughout the pipeline.

REQUIREMENTS

- 10+ years writing pipeline tools in the VFX industry, including management experience
- Professional knowledge of leading industry software and technologies (Maya, Houdini, Nuke) and with relevant APIs
- Proficiency/Extensive knowledge of Python
- Linux shell scripting, specifically bash scripting
- Experience in developing tools for DCC packages such as Maya, Houdini and Nuke
- Shotgun Python API scripts, as well as managing Shotgun site configurations and Shotgun projects using the Shotgun web UI
- Experience with source control systems and team development
- Comfortable with software project management tools (JIRA)
- Solid understanding of software design and architecture
- Work directly with artists to investigate and address urgent issues related to custom pipeline tools
- Demonstrated organizational, problem solving, and project management skills required
- Must be a proven and effective leader with the ability to effectively delegate and mentor
- Knowledge of color science used in the visual effects industry
- Experience working with render queue managers and experience with writing custom render job submissions
- Familiarity with Agile/Scrum development processes.

BONUS

- C/C++
- MySQL/MariaDB

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.