

## **LUSCO FUSCO ANIMATION**

### **3D Modeller**

Lusco Fusco Animation is looking for a modeller with previous experience for upcoming projects.

### **Qualifications**

Required skills:

- Minimum 3 year of experience with Maya
- Solid understanding of anatomical and scientific knowledge of how figures and objects appear
- Experience with drawing and creating models with form, colour, texture, light and perspective and know how these elements work together
- Ability to match and create stylized models that match 2D designs
- Must be open to take directions/input
- English Speaker

### **Valued**

- Ability to work independently or in collaboration with a team
- Ability to effectively present concepts and ideas
- Ability to clearly communicate processes with other artists on the same projects

### **What we offer**

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

All your information will be kept confidential according to EEO guidelines.

## Animator

### Job Description

Lusco Fusco is looking for Animators to perform high-quality 3D animation for our CG models.

Are you ready to join a fast-growing team with exciting new projects to come? If you're knee deep in all sorts of animated films and cartoons, this is for you.

You're an old pal of Maya and love making amazing creatures come to life, then we want to hear from you, whether you've just graduated or looking for new challenges – all levels are welcome to apply!

### Qualifications

You would hit it right in the bullseye if you match some of the following skills:

- Experience with Maya
- Previous experience in an animation environment
- Previous experience performing high-end animations
- An education / interest in anatomy and/or mechanics
- Previous experience with Linux is a plus

### What we offer

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

## Generalist TD

We are recruiting a Generalist TD to develop in-house solutions for our fast-growing team with exciting new projects to come. The Generalist TD, coordinating with the developer team, will be working in direct cooperation with the CG Supervisor, and will be responsible for researching, developing, and implementing tools and solutions to improve the workflow.

### Required skills

- Track Record of developing experience for Maya, Nuke and/or Houdini
- Previous experience in Film, VFX or videogames environment.
- An understanding of VFX and/or Animation Pipelines.
- Experience with Python and Object-Oriented development.
- Familiar with Git.
- Experience with Rez or other CI/CD tools.
- Experience developing for and/or managing render farms.
- Proficiency in English is an absolute must.

You would get bonus point by:

- Being familiar with C family languages.

### What we offer

- Compensation according to experience
- International environment.
- Passionate, dedicate and cooperative team.

All your information will be kept confidential according to EEO guidelines.

## MidSenior FX Artist

We are interested in recruiting a Mid/Senior FX Artist. Are you ready to join a fast-growing team with exciting new projects to come?

Our FX Artists are responsible for gathering a variety of 3D assets produced by our Layout and Animation departments and creating rigid body, particle, and fluid simulations. If you have a passion for FX and can use Houdini and Maya, then we would definitely want to hear from you! Whether you are looking for new challenges or are used to leading teams of FX TDs – you are welcome to apply!

### Qualifications

You would hit it right in the bullseye if you possess the following skills:

- Previous experience in a VFX environment
- Previous experience working with Linux
- An understanding of the whole film pipeline
- A basic knowledge of physics
- Ability to manage and control large amount of particles and complex scenes
- Knowledge of Python, VEX and Mel.
- Experience with Houdini
- Experience with Maya

### Bonus points for:

- A basic knowledge of Nuke
- A basic knowledge of Arnold and Mantra
- English required

### What we offer

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

All your information will be kept confidential according to EEO guidelines.

## **Production Coordinator**

The Production Coordinator, working in direct cooperation with Coordinators and Department Supervisors will be responsible for overseeing all production operations and allocating resources to the team, ensuring that both day-to-day and long-term goals are achieved.

### **Qualifications**

You would hit it right in the bullseye if you possess the following skills:

- Previous experience in a Film, Animation or VFX environment
- An understanding of VFX and/or Animation pipelines
- A Master of Planning and Organization, but always ready to face problems with creative solutions.
- Capable of openly communicate with artists, supervisors, producers, clients, and vendors
- Proficiency in MS Excel, MS Project.
- Proficiency in English is an absolute must.

You'd get bonus points if you have:

- Previous Shotgun experience

### **What we offer**

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

All your information will be kept confidential according to EEO guidelines.

## Python Developer

Nu Boyana Portugal is recruiting a Python Developer to come up with in-house solutions to our fast-growing team with exciting new projects to come. The Developer position involves working in direct cooperation with Department Supervisors and artists, will be responsible for the development of deployment tools and automation, while simultaneously responding to day-to-day challenges.

### Qualifications

Required skills:

- 3 year of experience in Python
- Solid understanding of Object Oriented Programming and Design
- Ability to debug and optimize code with Python
- Experience with Version Control Systems: git/github
- Experience with package management platforms (Rez/Jenkins or others)
- Familiarity with CI/CD pipelines
- Ease of communication in English

### Valued

- Experience with Qt or other UI frameworks
- Experience with Web frameworks such as Flask
- Familiarity with Linux
- Familiarity with Digital Content Creation packages such as Maya, Nuke and Houdini

### What we offer

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team
- A team you can trust

All your information will be kept confidential according to EEO guidelines