

SKYDANCE ANIMATION MADRID

SENIOR LAYOUT ARTIST

As the **Senior Layout Artist**, you will be responsible for generating the previz of the film in accordance with the established storytelling guidelines, working closely with the Lead/Layout Supervisor.

- 3+ years of professional experience in animation industries (series/movies).
- Related story-telling experience.
- Knowledge of Maya.
- Proficient in English desirable.

CHARACTER MODELING SENIOR ARTIST

As a **Character Modeling Senior Artist**, you will create and maintain 3D models of the film characters.

- 4 years of professional experience in the VFX or animation industries.
- At least 3 years of experience in the animation industry.
- Demonstrated professional, exceptional visual and technical understanding of 3D modeling.
- Thorough understanding of Autodesk 3dsmax/Maya, and Mudbox / Zbrush.
- Good in topology techniques.
- Strong proficiency in the English language.

ENVIRONMENT MODELING SENIOR ARTIST

As an **Environment Modeling Senior Artist**, you will be involved in many aspects of the look, working in coordination with the production designer and the Art department to deliver a visually impressive look. You will be asked to help guide this process. Your substantial experience will highlight and avoid potential problems early and also reveal opportunities for efficiency and increased quality.

- 4+ years of professional experience in VFX or animation industries.
- At least 3 years of experience in the animation industry.
- Extensive experience with Maya, SpeedTree, Arnold render.
- Experience with traditional drawing and/or painting a plus.
- High English level desirable.

SENIOR PIPELINE ENGINEER

As a **Senior Pipeline Engineer**, you will define, develop, test, analyze and maintain software applications and libraries for the global feature animation pipeline by employing industry best practices. You will also research, design, document, and modify software specifications throughout the production life cycle. As a senior engineer, you will provide guidance, and help to the other engineers.

If problem-solving and creating something concrete and productive out of logical thinking sounds interesting to you then we need you.

- BS degree in Computer Science or 4+ years of working experience, preferably in animation.
- Relevant scripting experience in Python and PyQt.
- Experience working with a source version control system (Git preferred).
- Solid engineering skills, with an appreciation of code craft, quality, and technical debt management.
- Ability to work with a team to deliver high-quality software in a fast-paced, dynamic, and deadline oriented.
- Experience working in production pipelines using USD and its integration into Houdini(Solaris), Maya, Nuke, and other digital content creation applications.
- Experience working with ASWF libraries including OpenColorIO, OpenVDB, and OpenTimelineIO
- Proficient in English.

SENIOR CONCEPT ARTIST

As the **Senior Concept Artist**, you will hold a key creative position within the studio, contributing to the vision of the movie. You will be an instrumental member of the team and report to the Concept Designer.

- 4+ years of professional experience in VFX, video games, or animation industries.
- 3+ years of experience in the animation industry.
- Strong drawing and painting skills.
- Working knowledge of tools and software such as Cintiq, Photoshop, or other applicable design software.
- Advanced oral and written English.