

We are looking for people who is interested in moving to Australia or work remotely in Spain.

## LINE PRODUCER

- 2+ years of Line Producing animation
- A high level of financial literacy as you'll be overseeing production budgets;
- Excellent written and verbal communication;
- Top notch leadership skills - you'll have a lot of internal and external stakeholders looking to you for your opinion and guidance;
- Be a self-starter who uses their initiative, tenacity and optimism to execute!
- Be excited to set up our new LA office with a big support network
- High English level

## PRODUCTION MANAGER

- High level of experience with all parts of the animation production pipeline, from story department to final delivery in a professional production environment;
- The ability to deal with Confidential information and material in a discrete and professional manner at all times;
- Superior organizational, written and verbal communication skills;
- Demonstrated ability in personnel management, team building and conflict resolution;
- Advanced knowledge of Microsoft Office and Shotgrid in a production environment;
- Patient and empathetic nature while dealing with artistic personalities;
- The ability to work to deadlines and under pressure;
- Be available, proactive and a problem solver with a flexible approach to your work, with the ability and initiative to take on extra tasks when required.
- High English level

## PRODUCTION COORDINATOR

- At least 4-6+ years of production coordination experience in animated film/episodic;
- Must have solid experience in coordinating for the asset/design or animation departments in animated film/episodic;
- Advanced knowledge of Microsoft Office and Shotgrid;
- The ability to deal with Confidential information and material in a discrete and professional manner at all times;
- Excellent diary management skills;
- Excellent written and verbal communication skills;
- Patient and empathetic nature while dealing with artistic personalities;
- High level organizational skills;
- Experience in administration and managing files, producing and formatting documents and updating spreadsheets;
- A good level of formatting and document preparation and presentation skills desirable;
- The ability to work to deadlines and under pressure;
- Be available, proactive and a problem solver;
- A flexible approach and able to take on extra tasks when required.

## PRODUCTION ASSISTANT

- Interest in vfx and/or animated films/episodic
- Minimal experience within the animation industry. (1 yr preferred)
- The ability to deal with confidential information and material in a discrete and professional manner at all times;
- Excel knowledge to an advanced level and Microsoft Office skills required;
- Experience with shotgrid a plus.
- Medium English level

## LAYOUT SUPERVISOR

- Previous Layout Supervisor experience in VFX and/or animated features required.
- Demo reel focused on layout/Previs.
- A strong sense of composition, cinematic camera work, animation timing and narrative storytelling.
- Advance knowledge of layout workflows, live action and CG camera lens information, camera rigs and cinematography.
- Excellent communication skills.
- Enthusiasm and passion for animation, cameras and cinematography.
- Previous experience with 2.5D workflows is a bonus.
- High English level

## LAYOUT ARTIST (ALL LEVELS)

- Mid/Sr/Junior level candidate with experience in animated films.
- Demo reel focused on layout/Previs in animated films/episodic.
- A strong sense of composition, cinematic camera work, animation timing and narrative storytelling.
- Knowledge of layout workflows, live action and CG camera lens information, camera rigs and cinematography
- Experience and understanding of Maya in a production based environment, evidenced through a layout focused showreel
- Ability to consistently meet deadlines
- Excellent communication skills and willingness to share information in a team environment
- Ability to take direction and be flexible and responsive to change
- Ability to work independently as well as under direct supervision
- Enthusiasm and passion for animation, cameras and cinematography
- Previous experience with 2.5D workflows are a bonus

## 3D ANIMATION SUPERVISOR

- Senior level candidate with previous supervisor experience in multiple animated films.
- Strong sense of composition, animation timing and narrative storytelling;
- Strong understanding of traditional 2D Animation, with proved 2D and 3D animation experience.
- Extensive experience and understanding of Maya in a production-based environment;
- Extensive experience in character animation, animation workflows and rigging (as it relates to animation) in a production-based environment;
- Ability and enthusiasm for leading and mentoring an animation team;
- Ability to consistently meet deadlines;
- Excellent communication skills and willingness to share information in a team environment;
- Flexibility and ability to be responsive to change;
- Passion for great storytelling and animation
- High English level

## 3D ANIMATOR LEAD

- Senior level candidate with previous lead experience in animated films and/or animated tv shows.
- Strong sense of composition, animation timing and narrative storytelling;
- Extensive experience and understanding of Maya in a production-based environment;
- Extensive experience in character animation, animation workflows and rigging (as it relates to animation) in a production-based environment;
- Ability and enthusiasm for leading and mentoring an animation team;
- Ability to consistently meet deadlines;
- Excellent communication skills and willingness to share information in a team environment;
- Flexibility and ability to be responsive to change;
- Passion for great storytelling and animation
- High English level

## 3D ANIMATOR (ALL LEVELS)

- Good sense of narrative storytelling, comic timing and emotive visual language
- Excellent experience with character animation including lip sync and key posing in a CG animation environment
- Solid experience and understanding of Maya in a production- based environment
- Solid knowledge of animation workflows, character rigs and storyboard interpretation
- Ability to consistently meet deadlines
- Excellent communication skills and willingness to share information in a team environment
- Flexibility and ability to be responsive to change
- Passion for animation and storytelling.

## ANIMATION TA

- An understanding of Maya (software) in a production-based environment
- Attention to detail
- Ability to script using Python and / or Mel (a bonus)
- Ability to consistently meet deadlines
- Excellent communication skills and willingness to share information in a team environment
- Flexibility and ability to be responsive to change
- Passion for animation and storytelling.

## LIGHTING LEAD

- Direct, inspire and mentor all crew in the CG Lighting department
- Ability to create a lighting pipeline that excels the creative brief
- Ensure that consistency of lighting is maintained across all shots
- Ability to think of creative solutions to enhance shots, without overshadowing the overall story point or animation, including the addition of adding atmos, vignettes, depth of field
- Responsible for ensuring a high level of quality by having a good eye for detail and cross-checking renders are up to standard
- Be organised and methodical, dealing with large amounts of shots, tracking versions and render management
- Produce renders and elements for delivery with a neat and well labelled node network, while maintaining reference to files in correct locations and easy to navigate filing systems
- Aid team in creation and use of templates for lighting and bashcomps
- Be proactive and communicative with the upstream teams and production
- Communicate with the Pipeline team and aid in implementing improvements to the Lighting and Comp pipeline

## LIGHTING TD (ALL LEVELS)

- Mid/Senior/Junior level candidates with proven experience working in animated films/episodic pipeline;
- Experience lighting and rendering with Arnold using Katana;
- Experience in Nuke to create a pre-composite tree that combines rendered elements;
- Ability to maintain consistency of lighting across all shots;
- Ability to optimize and troubleshoot lighting and rendering problems in a fast-paced environment;
- Ability to work closely with the compositors to bring shots from lighting through to final while maintaining timing and production quotas given by the production coordinators.

## NUKE COMPOSITOR LEAD

- Direct, inspire and mentor all crew in the Nuke Compositing department
- Ability to think of creative solutions to enhance shots, without overshadowing the overall story point or animation, including but not limited to, the addition of adding atmos, vignettes, depth of field
- Ability to create a compositing workflow for sequences that excels the creative brief
- Using Nuke Compositing software, perform all tasks associated with the compositing process, including layering of elements, matte projections and colour grading
- Responsible for ensuring a high level of quality by having a good eye for detail and cross-checking renders are up to standard
- Able to seamlessly work with 2D, 2.5D and CG shots, understanding limitations in 2D and CG animation pipelines
- Be organised and methodical, dealing with large amounts of shots, tracking versions and render management
- Able to take direction from the Supervisors, Leads and client and address notes appropriately
- Ability to multitask, prioritise and problem solve. Ability to be adaptable, flexible and responsive to changes
- Produce final renders and elements for delivery with a neat and well labelled node network, while maintaining reference to files in correct locations and easy to navigate filing systems
- A passion & infectious enthusiasm for creating outstanding visuals on an international stage
- Ability to work in a team environment and follow guidance from creative and technical supervisors
- Ability to maintain a consistent level of productivity while meeting deadlines and producing high quality work to quota
- Ability to take and successfully interpret a verbal or visual creative brief
- Be proactive and communicative with the upstream teams and production
- Communicate with the Pipeline team and aid in implementing improvements to the Comp pipeline

## COMPOSITORS (ALL LEVELS)

- Use Nuke to tackle shots creatively, whilst keeping an eye on continuity and taking responsibility for their final look;
- Be responsible for ensuring a high level of quality by having a good eye for detail and cross-checking renders are up to standard;
- Think of creative solutions to enhance shots, without overshadowing the overall story point or animation, including but not limited to, the addition of adding atmos, vignettes, depth of field;
- Be organised and methodical, dealing with large amounts of shots, tracking versions and render management;
- Produce final shots with neat and well labelled node network, with reference to files in correct locations and easy to navigate filing systems;
- Display an understanding of film colour space, grading, and a superior eye for composition, colour, mood and lighting.

## CG GENERALIST

- In-depth knowledge of Maya and Photoshop and high proficiency in painting softwares like Substance Painter or Mari;
- Solid knowledge of Z-brush and/or Mudbox and the digital sculpting workflows between Maya and these packages.
- Excellent communication skills.
- Strong professional experience and use of Maya in a production-based environment;
- Excellent time management skills.
- Ability to flag issues that may impact on the successful delivery of assets within the Production schedule.
- A passion for modelling and ability to work in a collaborative team environment.
- Ability to work to deadlines.



## PIPELINE TD

- Must have previous pipeline production experience (Animation preferred, but VFX can also be considered)
- Experience with Katana preferred, we are working on improving our lighting pipeline.
- Sydney candidates preferred, but we are open to remote opportunities within Australia or candidates open to relocation to Sydney.
- Familiar with our studio software stack: Maya, Katana, Houdini, Nuke, AVID, Tractor (render farm), Toon Boom Harmony, Toon Boom Storyboard Pro, Substance Painter.
- Technology stack: python (100% a must), Shotgrid API (90% a must), Shotgrid Toolkit (90% a must), REZ (not a requirement but ideal if you have used it), windows OS (not a requirement but ideal if you have used it), c++ (not a requirement but bonus), Jenkins (not a requirement but bonus)
- Bonus if you have contributed to other open-source projects (github, bitbucket, gitlab)
- Bonus for experience of leading pipeline in a past project.

## IT SUPPORT

- Experience and fluency in Linux and Windows required. Experience or background with Linux systems is preferred;
- Two years system helpdesk experience in a Media/Entertainment environment;
- Experience with Visual Effects applications strongly preferred; these applications include Nuke, Maya, Houdini, After Effects, and Tractor;
- Experience administering Active Directory;
- Working knowledge of basic TCP/IP and its standard administration (DNS, DHCP/Static, etc.) required;
- Basic experience with Layer 1 – 3 networking required, including configuration of static IP addresses, configuration of switches, standard cabling and patching (copper/fiber) techniques and ability to make cables;
- Good understanding of VLAN's and basic firewall operations;
- Experience with floating license servers (FlexLM, RLM, etc.);
- RHEL and/or Windows, and/or CCNA certification preferred;
- Basic scripting experience in Bash, Windows CMD/PowerShell, or Python.