

CFX ARTIST

As a CFX Artist, you will develop dynamic rigs for characters and execute CFX work in shots including character simulations, geometry correctives and groom correctives.

Requirements:

- 2-4 years of professional experience in VFX or animation industries.
- Good understanding of Houdini.

Pluses:

Knowledge of anatomy, tailoring, physics/grooming tools, xGen, yeti, proprietary / Ncloth, nHair, Marvelous Designer / Python, Maya API.

LIGHTING ARTIST

As a Lighting Artist, you will work on lighting and compositing under the Lighting Supervisor.

Requirements:

- 2-4 years of experience in lighting and compositing in the animation industry.
- Intermediate knowledge of Maya, Arnold and Nuke.
- Experience with Houdini/Katana is a big plus.
- Self-motivated and comfortable working with deadlines.
- Strong artistic eye and understanding of color, lighting and image analysis.
- Scripting and Python a plus.
- Strong proficiency in English language.
- Spanish: full professional proficiency is a plus.



TECHNICAL DIRECTOR

As a Technical Director, you will have a deep involvement in designing and developing innovative tools to overcome specific challenges related to the department's developments for our next animated feature film. This effort seeks to implement solutions that off-the-shelf software would not provide while maximizing productivity and meeting the high quality standard set by the company. The scope of the developments may be from a simple python script to a larger development involving complex algorithms...

Requirements:

- Expert in Python.
- Experience programming with one or more of the following software: Maya, Houdini, Nuke, and Mari.
- Experience working with a source version control system (git).
- Experience with Arnold.
- Experience in animation productions.
- Good understanding of production pipelines.
- Experience with agile development and scrum methodology.
- User interaction design with a working knowledge of standard UI toolkits (PySide2).

ANIMATOR

As an Animator, you will create high quality animations of 3D characters and elements appearing in each of the movie's shots to convey emotion, movement, action and personality, according to the style of the feature film.

Requirements:

- Extensive knowledge of Maya.
- Ability to use acting skills, which bring characters to life, as well as clearly communicate simple ideas with which an audience can empathize.
- Production animation experience is a must.
- Capacity to work in a team environment and to follow the instructions from the Animation Supervisor and Team Lead.
- Strong proficiency in English language required.
- Required European Union work authorization.
- Linux experience is a plus.



PRODUCTION COORDINATOR

As the Production Coordinator, you will work with the Department Manager on a day-to-day basis. You will be the first point of contact for department team members. Your main duties will include keeping departmental records and reports, communicating the day's scheduled events, arranging key meetings and providing general administrative support.

Requirements:

- 2-4 years of professional experience in VFX or animation industries preferably as a Production Coordinator in feature-animation film production or VFX production as Production Assistant.
- Professional working knowledge of Google Spreadsheets, Microsoft Outlook, Excel and Word.
- Bachelor's degree in film, art, communications or related field.
- Set up Cinesync/RV sessions.
- Proficient in English.

COMPOSITING ARTIST

As the Compositor, you will be a key member of the Lighting Team and will work closely with the Lighting Leads to develop compositing templates for the show. You will also improve compositing workflows and help with shot-compositing.

Requirements:

- 2-4 years of professional experience in mono and stereo digital compositing.
- In depth knowledge of Nuke.
- Experience developing compositing templates/gizmos/tools, ideally shared with other artists.
- Deep understanding of lighting rendering passes and AOV's.
- Self-motivated and comfortable working with deadlines.
- Strong artistic eye and understanding of color, lighting and image analysis.
- Previous experience with Deep Compositing workflows.
- Python scripting is desirable.



LAYOUT TECHNICAL ARTIST

As a Layout Assistant, you will support and enhance the Layout Department in technical & workflow needs.

Requirements:

- 2 years or more of professional experience in VFX or the animation industry.
- Understanding how tool use supports efficient cinematic storytelling.
- Knowledge of Maya, USD, Python, Mel, and overall CG workflow in a Windows environment.
- Knowledge of rigging, previs fx and camera refinement is a bonus.
- High English level.
- Must be responsive to deadlines and work well under pressure.
- Strong technical skills and ability to share them.
- Strong communication skills.
- Strong work ethic.
- Team player with a good attitude.

FX ARTIST

As an FX Artist, you will work with your team to create stimulating effects based on volumes, particle systems, rigid bodies, etc. with ease, and create magnificent digital simulations for our animated feature films in production.

Requirements:

- 2+ years of professional experience in VFX or animation industries.
- Knowledge of CG FX in Houdini.
- VEX/Python scripting abilities and knowledge in Maya and Arnold, are a big pluses.
- High English language level desirable.

