

## **MID/SENIOR VFX COMPOSITOR**

El Ranchito is currently looking for a qualified Mid & Senior VFX Compositors to join us at our Madrid facility.

**Contract length:** 4-6 months, depending on the project.

**Location:** Madrid. On-site job, remote work is not possible.

### **Primary responsibilities:**

- Compositing of live action shots with CG Elements
- Recreate/extend sets based on available geometry and photographs
- Consistently delivering shots that are creatively and technically excellent
- Develop visual solutions for specific effects

### **Requirements:**

- Strong artistic background
- Professional Nuke user
- Minimum of 3 years feature film or equivalent high-res (2K) experience
- Excellent knowledge of Nuke's 3D environment
- Extensive compositing experience for film
- Good understanding of how to work with Alembics, camera projections and textures within Nuke
- Basic working knowledge of Maya and Photoshop is a plus
- Good communication skills as well as the ability to structure the workflow so that conceptual changes can be made efficiently
- Ability to work well within a team
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## **VFX PRODUCER**

We are currently looking for an experienced VFX Producer to join our production team in Madrid as soon as possible.

The Producer role carries significant responsibilities both internal and external to the facility. From the bidding process to driving a production schedule and managing a budget, being effective in this role is crucial to a well organized project.

### **Primary responsibilities:**

- Providing cost estimations and bids
- Working with the Visual Effects Supervisor in bidding new projects
- Developing project schedules and planning their implementation
- Budget an entire project accurately and make sure it's kept within that budget
- Monitoring the project progress to ensure that budgetary and scheduling targets are being met
- Working with the Visual Effects Supervisor in evaluating and hiring staff
- Interfacing with clients regarding budgetary and scheduling issues

### **Requirements:**

- Significant experience as a Producer in an established visual effects facility
- In-depth knowledge of a CGI production workflow and of general film postproduction
- Excellent communication, interpersonal and team leadership skills
- Be incredibly well organized
- Business acumen and an ability to balance financial responsibilities and negotiations
- Organization, reliability and diligence
- Proficient in using Microsoft Excel
- Advance knowledge of Shotgun software (or similar)
- Ability to motivate team members and to solve problems efficiently and patiently
- Excellent Spanish and English language skills
- EU citizenship.

## **VFX PRODUCTION MANAGER**

El Ranchito is currently looking for a qualified VFX Production Manager join us at our Madrid facility.

**Type of contract:** Full-time. Long-term.

The Production Manager role carries internal projects responsibilities to the studio. Partner with the artistic supervisors to create and manage macro and micro department schedules, and ensure timely and proper workflow through the department.

### **Primary responsibilities:**

- Oversee production project scheduling and resource allocation.
- Build strong team relationships with supervisors.
- Setting appropriate priorities, task tracking, and problem solving.
- Mentor and motivate associate production staff.
- Create weekly and special reports for senior management, and other department activities.
- Maintain a high level and global overview of the project and its progress.
- Balance deliveries against producer set quotes and stay in alignment with discipline shot teams.
- Adjusting when needed to ensure schedules are aligned.
- Render forecasting and managing the nightly/weekend rendering schedule, priority management and ensuring that all materials for client review are sent out.
- Oversees the day-to-day of the project.

### **Requirements:**

- 3 years' experience as a department management in the film or animation industry.
- Knowledge of CG production pipelines and post production in general is crucial
- Experience creating and managing macro and micro production schedules.
- Outstanding communications, project management, and relationship-building skills.
- Able to think outside the box and be flexible in an ever-changing production environment.
- Excellent follow-up and follow-through skills.
- Positive solution-oriented attitude.

- Previous work experience as VFX Production Coordinator is a must
- Outstanding organisational skills
- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Proficient in MS Office and Shotgun
- Eligible to work in Spain

## MID CROWD ARTIST

El Ranchito is currently looking for a qualified Mid Crowd TD to join our team till August 2021.

**Location:** Madrid, Barcelona or Remote.

Become a part of the crew of crowd team in El Ranchito in charge of developing and maintaining the crowd pipeline. The crowd Artist TD will report to the Crowd Supervisor and VFX Supervisor.

### Primary responsibilities:

- Create a nice looking crowd shots according with the technical and creative needs. Determinate a list of necessary crowds behaviors based on agent actions.
- Apply creative and technical skills to create great-looking crowds
- Identify and breakdown behaviors into cycles for artists to animate
- Work with the larger production to populate shots with crowds from early layout to final rendering
- Works on production shots to produce crowd animation from several to several thousand people, animals.
- Works to ensure balance, composition and timing requirements are implemented in a way that supports story and character performance.

### Qualifications:

- Production experience in visual effects, or game industry.
- Strong understanding of the filmmaking process in a large-scale VFX or CG animation production
- Strong understanding of crowd agent design, simulation, and behavior
- Ability to work in a collaborative environment
- Strong knowledge in Maya
- Strong knowledge in Golaem or other crowd software

### Skills:

- Good sense of motion and choreography
- Attention to detail
- Good appreciation for the artistic and technical requirements
- Ability to work in a team environment under tight deadlines
- Seeks creative options to maximize re-use when applicable

### Requirements:

- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## **3D Animator**

**Location:** Madrid or Barcelona

### **Primary responsibilities:**

- Creation of outstanding animation for graphics creatures and objects within a shot
- Comprehend and execute direction from Lead Animator or Animation Supervisor
- May supervise the work of entry, mid and mid-high level animators at the discretion of the Animation Supervisor
- Demonstrate a broad range of character animation skills. This includes a deep understanding of the principles of animation, and how to best employ those principles to create performance that supports both the characters and story goals of the show
- Demonstrate total mastery of animation skills within a specific genre
- Consistently delivering shots on a high quality level
- Meet projects deadlines/milestones, as set by the production department
- Actively participate in team/department meetings

### **Requirements:**

- Strong artistic and technical background
- Minimum of 3 years feature film or equivalent high-res (2K) experience
- A deep understanding of character rigging
- Expert Maya user
- Great communication and problem solving skills
- Ability to work well within a team
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## CFX Lead

El Ranchito is currently looking for a qualified CFX Lead to join our team as soon as possible.

**Type of contract:** Full-time. Long-term.

**Description:** Under the supervision of the Characters Supervisor, the Creature FX TD is responsible for providing a wide variety of dynamic simulations and rigs for photo-realistic creatures; including clothing, fur, hair, muscle and skin.

### Responsibilities:

- Creation of fur, feathers and grooming for photo-realistic creatures
- Develop simulation setups for photo-realistic creatures; including clothing, fur, hair, muscle and skin.
- Involvement in the development of departmental tools and techniques
- Regularly communicating with Production and Leads regarding schedules and deadlines
- To be able to work with the visual effects supervisor, and the CG lead and Characters supervisor artist to determine the best creative approaches and techniques for all the different steps in a 3D production pipeline.
- Be able to deliver work within established project targets and the high quality standards of the company.

### Requirements:

- Minimum 5 years of experience in a CFX/FX role in a VFX studio
- Previous experience on CG creature projects
- Excellent knowledge of Maya
- Excellent knowledge of Carbon Cloth
- Excellent knowledge of Ziva.
- Knowledge of Houdini, an asset
- Experience in the following dynamic simulation: cloth, hair/fur, feathers, skin and muscle
- Programming experience with Python, PySide, PyQt, VEX
- Programming experience with C++ for Maya and Houdini plug-ins, an asset
- Knowledge of 3D-related mathematics, an asset
- Experience in creating rig simulations
- Rigging skills and experience
- Work ethic focused on the dynamism and collaboration

- Ability to perform multiple tasks set priorities and problem solving
- Good communication, organizational, time management and interpersonal skills.
- Able to communicate effectively across multiple teams
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## **Creatures Modelling Lead**

El Ranchito is currently looking for a qualified Lead Creatures Modeler to join our team as soon as possible.

**Type of contract:** Long-term, Full-time. On-site job (Madrid or Barcelona)

**Description:** The 3D Lead Creatures Modeler must assume responsibility for all of the creature modeling work done within the asset department or shows.

### **Primary responsibilities:**

- Creating 3D character/creature models as briefed and/or in line with reference materials
- Communicate the creative brief from the VFX Supervisor to the modeling team
- Determine the technical and creative approach in conjunction with the supervisor
- Overcome technical issues of the Modeling department
- Promote interdepartmental collaboration, communicating with other departments and production in order to ensure that the model meets relevant requirements
- Mentor and help train other artists within the department
- Participate in meetings and asset reviews
- Staying on schedule and meeting set deadlines while maintaining the highest levels of quality

### **Requirements:**

- 5+ years of experience creating high quality models for visual effects for film
- Expert knowledge in Maya, Photoshop, Zbrush, and or Mudbox
- Thorough understanding of traditional art skills (form, architecture, anatomy, topology, color theory, and UV mapping)
- Good balance between technical and artistic abilities
- Strong understanding of other department's model requirements such as texturing, look development, animation and effects
- Ability to establish priorities and multi-task efficiently within a high-pressure environment
- Attention to detail required
- Communicating with other departments and production in order to ensure that the model meets relevant requirements
- Fluent Spanish and English language skills, spoken and in writing
- Eligible to work in Spain

## **CG Generalists**

El Ranchito is currently looking for a qualified 3D generalist to join us as soon as possible. Remote work during covid19's special measures.

**Description:** The 3D generalist will work with the 3D supervisors in order to fully develop the CG assets/environments of a project, using several disciplines and softwares.

### **Duties and Responsibilities:**

- Create full photoreal CG assets/environments following the guidelines defined by client and supervisors.
- To do all kind of 3D vfx assignments depending on project and skill set, including modelling, texturing, shading, lighting, rendering and environments.
- Realizing the artistic vision of the VFX Supervisor with possible guidance from the CG Supervisor.
- Be able to work with other departments (dmp, comp, layout, modelers) understanding their requirements.
- Provide technical and artistic solutions.
- Use the studio workflow and ensure all the upstream/downstream departments have what they require.
- Consistently delivering shots that are creatively and technically excellent.

### **Qualifications:**

- Proven experience building CG assets/environments (Assets, terrains, hard surface, vegetation, clouds etc).
- Expert Maya user.
- Minimum of 3-4 years working in a feature environment or equivalent high-res experience.
- Good knowledge of Arnold/Vray.
- Good knowledge of Mari/Substance.
- Good knowledge of Zbrush.
- Good knowledge of Houdini is a plus.
- Experience with Nuke and Photoshop is preferable, at least for basic projections and cg layer management.
- Flexibility to adapt to pipelines and a problem-solving mentality.
- Fluent Spanish and English language skills, spoken and written.
- Eligible to work in Spain.
- Scripting is a plus.

## **Mid/Senior FX Artist**

El Ranchito is currently looking for a qualified Mid/Senior FX TDs to join us as soon as possible.

### **Primary responsibilities:**

- Working closely with the FX Supervisor to creatively solve effects challenges and develop final shot look.
- Deliver all elements in a structured way that allows efficient integration into the pipeline.
- Working with other TD's and artists to create photo-real effects and physically accurate simulations
- Working with production management to prioritize tasks.
- Creatively solve problems and achieve art direction for a shot.
- Anticipate, communicate and troubleshoot any creative and/or technical problems

### **Requirements:**

- Minimum 3+ years experience in the feature movie and/or television industry.
- Expert working knowledge of Houdini Software.
- Experience with rigid body and particle dynamics, volume modelling and rendering, procedural geometry generation and fluid dynamics
- Proficient knowledge of FX techniques and workflows.
- Familiarity with one or more coding /scripting languages (VEX/Python/etc...)
- Good knowledge of NUKE and/or other compositing package.
- Good communication, organizational, time management and interpersonal skills.
- Eligible to work in Spain.

## **Administrador de Sistemas (IT)**

### **Responsabilidades:**

- Soporte en la infraestructura de producción de toda la empresa incluyendo servidores finales, red, firewalls y equipos de trabajos de los operadores.
- Instalación y mantenimiento de aplicaciones.
- Gestión de almacenamiento centralizado. NAS/SAN con tecnologías RAID, SAS, FC, Minisas.
- Dar soporte a los técnicos de primer nivel y ayudar en las tareas de dicho nivel cuando la carga de trabajo así lo requiera.
- Configuración y mantenimiento del sistema de alertas para poder realizar un seguimiento de las incidencias y realizar una respuesta rápida.
- Realización, mantenimiento y configuración del backup y restauración de los mismos.
- Documentar los procedimientos necesarios para asegurar la correcta comunicación y continuidad en el departamento.
- Mantenimiento del inventario de hardware y software.

### **Capacidad para:**

- Resolver problemas técnicos complejos bajo presión y en el menor tiempo posible.
- Diseñar, implementar y mantener soluciones utilizando la última tecnología para alcanzar los requerimientos de la empresa.
- Trabajar en equipo así como ser pro-activo.
- Comunicarse con el soporte de las aplicaciones y hardware de terceros en inglés.

### **Habilidad esenciales:**

- 3-5 años Administrador de Sistemas Windows en entornos de más de 100 personas.
- Conocimiento de Windows Server, Active Directory, DHCP, DNS, DFS/Namespaces, FailOver Cluster, ....
- Conocimiento en el manejo y configuración de aplicaciones para instalaciones de software de forma remota (GSS o SCCM)
- Conocimiento en algún lenguaje de scripting (Python, PowerShell, etc..)
- Alta disponibilidad y sistemas distribuidos en almacenamiento.
- Dirigir un proyecto así como a los técnicos de primer nivel.
- Habilidades deseables:
- Software de virtualización (Hyper-V or VMWare).

- Monitorización de eventos (Nagios).
- Utilización de aplicaciones para la configuración, integridad y mantenimiento de las aplicaciones instaladas en equipos y servidores (Chef, Ansible o Puppet).
- Conocimiento en el entorno VFX (Maya, Nuke, Houdini, ...).
- Configuración WAN / LAN y VPN.
- Conocimiento de Linux (CentOS, Fedora, Ubuntu, etc..).
- Se valorarán certificaciones de Microsoft (MCSA, MCSE), CISCO (CCNA), CEHv9 (o anteriores), CompTIA Security +

**Estudios:**

- Grado en Ingeniería Informática / Técnico Superior Administrador Sistemas Informáticos (ASI o ASIR) o experiencia equivalente.
- Nivel de Inglés Alto (B2 mínimo o equivalente).

También buscamos:

- COMPOSITING TD
- RENDER WRANGLER:
- VFX SUPERVISOR
- CFX ARTIST (PRÁCTICAS)

