



POSITION: LEAD FX - UNREAL ENGINE
LOCATION: MONTREAL, QUEBEC, CANADA
CONTRACT: ONSITE / HYBRID, Full-time
CONTACT: apply@rachellevewis.com

RLT is seeking an **Lead FX – Unreal Engine** to join our multi-award-winning feature animation client in Montreal currently working on a CG Animated Feature.

Summary

The Lead FX is a key member of the show that is responsible for managing sequences and those artists assigned to their sequences, being a part of the leadership team that drives the quality and style of the show and partnering with the CG Supervisor and other Leads to achieve these goals.

About this role/project:

- Full-Time/Contract Position
- Duration: August 2024 through November 2025 (16 months approx.)
- Hybrid work schedule (in-studio Tue/Wed/Thurs, work from home Mon/Fri)
- Must currently reside or be willing to move to Montreal (relo assistance provided)
- Robust benefits package
- Priority is given to Canadian citizens and permanent Canadian residents

RESPONSIBILITIES

- Training new hires in department standards, workflow, and techniques.
- Guiding and mentoring artists in advancing their work towards asset/shot approval.
- Work well with team members in an advisory role and can show them process and troubleshooting.
- Following the artists work to make sure they address the notes, respect the briefs and deadlines
- Helping the CG Sup to design and improve the workflow
- Communicate with CG Sup with any issues on the table or potential problems that are foreseen
- Simulate natural phenomenon by applying direct and procedural animation techniques to create a variety of effects
- Following the quality control with the team.
- Create and compose 3D effects elements.
- Create and communicate animation timing for effects

- Work with production team to create the desired look for the effect.

Qualifications

- Degree/diploma in fine arts or animation or equivalent experience
- A minimum of 4 years production experience in film or television effects
- Thorough knowledge of 3D effects and simulation techniques
- Strong knowledge of Houdini required
- Strong knowledge of Maya required
- Working knowledge of Unreal Engine required
- Working knowledge of Niagara in Unreal Engine
- Experience programming with Python is a plus
- Compositing experience is a big plus
- Able to communicate creative and technical thoughts and ideas
- Able to follow directions well
- Able to multi-task and prioritize
- Able to thrive in a high pressure, deadline oriented environment
- Enjoy working in teams

If you are interested in discussing this opportunity and are available for relocation or currently live in Montreal, please email us and include your resume and reel to apply@rachelelewis.com.

If you fit the criteria, we will be in touch with next steps.

Thank you - <http://rachelelewis.com/>

RLT is an employer-paid talent acquisition company; there is never a fee to our candidates.