RLT
RACHELLE LEWIS TALENT

POSITION: PIPELINE SUPERVISOR, REAL-TIME
LOCATION: MONTREAL, QUEBEC, CANADA
CONTRACT: ONSITE/HYBRID, FTE
CONTACT: apply@rachellelewis.com

RLT is seeking a *Pipeline Supervisor, Real-Time* for our client, a Feature and TV animation studio.

- FTE position starts ASAP
- Hybrid work schedule (in-studio Tue-Thur, WFH Mon & Fri)
- Must be willing to relocate to Montreal - Relo provided
- Benefits package provided
- Please note that Canadian citizens and Canadian permanent residents will be considered in priority.

JOB SUMMARY:
The *Pipeline Supervisor* is responsible for a team of developers building and maintaining the real-time production pipeline. This hands-on role involves directing and supervising other developers, along with pipeline code development. You and your team will design, develop, and support the real-time production pipeline based around motion capture, real-time camera, and game engine technology with integrations to existing feature film pipeline tool sets and workflows.

The **primary tool sets include** Unreal Engine, Maya, Nuke, Substance Painter, Perforce, Git, and Shotgrid. The pipeline supervisor should be proficient in C++, Python, and Mel programming in a Windows environment and open to exploring new tools, processes, and products as a regular part of the job. You will also work with department supervisors across the Company to maximize consistency and reuse of technology across the organization.

RESPONSIBILITIES:
- Supervise a team of pipeline technical directors, orient development efforts according to production priorities, plan and track the team workload, and take action to deliver within pre-established deadlines.
- Define, document, and promote a workflow and vision for the real-time production group.
- Provide support to artists and supervisors and ensure that issues are resolved in a timely manner.
- Meet with artists and supervisors on a regular basis to identify needs and plan tools that contribute to artist efficiency.
- Develop and maintain pipeline and in-application scripts, tools, and libraries.
- Ensure software best practices are used within the pipeline team.
- Collaborate with department supervisors to help define and improve company tools and workflows.

QUALIFICATIONS:
- Bachelor's degree or higher in Computer Science, Computer Engineering, or another related field.
- At least 5 years of relevant professional experience in a production context.
- Experience with collaborative development and code review processes.
- Proficient in C++, Python, Windows, and software development best practices.
- Firm understanding of Game, CG, or VFX production pipelines.
- Knowledge of and experience with source code control systems such as Perforce and Git.
- Excellent problem-solving, communication, and team skills.
- Ability to manage other developers and create a productive team environment.
- A strong commitment to supporting artists and production staff in a fast-paced, ever-evolving environment.
- Experience with building custom versions of Unreal Engine.
- Experience with Unreal Engine, Maya, Substance Painter, Nuke, and Shotgrid.
- Experience with motion capture tools, processes, and/or data is a plus.
- Experience with Houdini is a plus.
- Experience with Linux is a plus.

This job description is not meant to be all-inclusive. Employees may be required to perform other duties to meet the ongoing needs of the organization.

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, GitHub, BitBucket, etc., and/or website to** apply@rachellelewis.com*.*

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

Thank you - http://rachellelewis.com/

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