

Job Description: Sr. FX Artist

Desired Candidate Profile

- A creative thinker who feels comfortable experimenting and presenting approaches and solutions that help push the edge of what's possible with FX.
- Ability to work collaboratively in a high-end software and production environment.
- An understanding of physical dynamics and natural phenomena is key.
- Strong artistic vision, sense of design & composition.
- Some experience writing scripts and/or programming is preferred.
- Ability to multi-task on multiple shots.
- Work on shots independently & efficiently.

Tasks and responsibilities

- Works closely with Art Director and other departments to deliver highly stylized visual effects that enhance the experience.
- Designs & creates images, elements & effects.
- Troubleshoots artistic, technical, and performance issues.
- Responsible for coding & providing support & documentation for tools created.
- Solid understanding of Maya to be used for particle systems, fields, expressions, MEL scripts, soft bodies, rigid bodies, cloth dynamics & particle instancing/flocking.
- Develop EFX systems & use EFX Systems developed by other animators.
- Creatively solve problems & work with other departments to achieve goals of art direction.
- Mentors junior artists.

Minimum requirements:

- 5+ years of experience involving simulations of natural phenomenon, particle systems, procedural modeling, procedural animation, hard and soft body dynamics and other similar effects.
- Experience with fluid dynamics and other simulation packages – FumeFx, Houdini, etc.
- Must have strong visual and technical skills.

To apply, please send your resume, reel and reel breakdown.