

## Realtime Generalist

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Company: Technicolor Creative Studios

Location: Warsaw

Category: other-general

### Company Description

The Mill is a global creative partner for agencies, production companies and brands, working across all media channels and platforms.

We are trusted specialists in visual effects, creative technologies, and content production. Our projects include the creation of digital products and virtual experiences, as well as world class visual effects and video production.

We are a vibrant network of talented artists, producers, directors, and creative technologists from multinational backgrounds. We nurture innovation, flexibility, and diverse ideas across our studios in London, New York, Los Angeles, Paris, Shanghai, Seoul and India. We are all united by one single ambition: To create extraordinary and memorable work that captivates and excites audiences.

We are The Mill. We create the extraordinary.

**This role can be remote in France, UK or Poland, but we cannot accept any applications from outside of these regions**

### Job Description

#### The Role

Our Real-time artists collaborate with all departments at The Mill to deliver various types of projects, including game cinematics, short films executed in real-time software, interactive experiences (including XR and VR), and LED screen backgrounds.

This role is suited for individuals with a deep overall understanding of real-time software and the functioning of real-time engines, with specific experience in Unreal Engine, Unity, and

Frostbite being highly desirable. The artist should be technically savvy and self-sufficient, utilizing custom production solutions to deliver high-quality content within production specifications. This may involve blueprinting, research/troubleshooting, and learning new plugins in the engine. Experience in working with Blueprints, Niagara/Chaos (FX, cloth, flesh, muscles), UE rigging solutions, layout, and scene assembly is necessary to fulfill the role. We are seeking candidates with a creative eye, dedication to quality, and diligent work ethics. The Mill always aims for improvement, and we expect the same from you. We are looking for quick learners who actively seek new information, adapt to new technologies and ideas, and possess strong technical skills, enabling them to quickly learn new software and hardware. Experience working in traditional VFX Production is highly desirable.

## **Details**

**Local Report:** LA Head(s) of CG

**Works With:** Directors, Creative Directors, CG Supervisors, VFX Supervisors, and HODs, Artists, Producers, and Coordinators

### **Responsibilities:**

Work efficiently and navigate a fast-paced environment

Creates content at an industry high level.

Prioritizes tasks to ensure the best possible results.

Owns important art tasks and initiatives from start to finish.

Helps to troubleshoot and fix problem content.

In-engine cinematic layout, animation, scene assembly, lighting.

In-engine problem solving and troubleshooting

Efficient with in-engine effects (particles, explosions, fire, etc.)

General In-engine clean-up

Collaborate with Directors, Creative Directors, CG Supervisors, VFX Supervisors, and HODs to ensure that all work being delivered meets high level expectations and specific project needs.

## Qualifications

5+ years experience minimum

Must be a proactive and self-driven creative problem solver

Excellent communication skills.

Demonstrates advanced skills working with blueprints/ Unreal Engine (Unity and Frostbite knowledges is a plus)

Expert knowledge of Environments, Cameras & Layout, lighting, Shader Graph, Sequencer, Animation & game dynamics.

Proficiency in Niagara/Chaos (FX, cloth, flesh, muscles)

Knowledge of Maya or Houdini

Strong sense of scene composition

Strong eye for lighting, color, and detail

Experience working with physically based rendering

Experience finding solutions from a visual, production, and technical perspective

The ability to collaborate effectively within a team

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