



LIGHT FIELD LAB™

LIGHT FIELD LAB, INC. JOB DESCRIPTION (1/24/18)

POSITION: R&D Digital Artist
DEPARTMENT: Engineering
FT or PT: Full-Time
STATUS: Non-Exempt
REPORTS TO: CEO / EVP

POSITION OVERVIEW:

We are looking for a talented, driven, digital visual effect artist and technical director to help us build the world's first true holographic ecosystem. If you are an experienced, vfx/game artist who has both artistic and high-end technical sensibilities and wants to get away from the grind of hard-core production schedules, this could be the perfect job for you! Must have a start-up company mentality and be flexible with assignment variations and project deadlines.

The candidate will be creating design and animation material to convey conceptual demonstration pieces and stills for holographic high-resolution video display systems. This candidate will be responsible for proofing and designing light field content. Must have a thorough knowledge of professional industry 3D programs and node-based compositing. General working knowledge of coding for real-time engines including Unreal or Unity will also be required.

JOB DUTIES:

Essential Duties and Responsibilities

- Collaborate with development team to advance the state of real-time rendered immersive experiences, striving for highest possible visual fidelity while ensuring optimal performance
- Code/design tools and pipelines which leverage APIs, C++, python or other languages as required

- Standardize and improve development processes for production of assets, materials, shaders, and other content
- Work in Nuke, Maya and other industry standard VFX applications to create internal/external content and example workflows for holographic display systems
- Partner with engineering team to understand, define, and manage project technical requirements and project asset production
- Assist artists and designers via tool development, concept testing of new ideas, and building of rapid prototypes
- Look/dev passes of fog, lighting, post-processes and other vfx as needed. Actively participate in optimizations, identify, triage, and fix bugs as required
- Test and integrate holographic toolsets and render engines into 3rd party applications and systems
- Other tasks as assigned

REQUIREMENTS AND QUALIFICATIONS:

Qualifications

- 5+ years experience as a technical artist - or equivalent capacity – in vfx or 3D game development. Strong artistic skills with experience and deep understanding of modeling, texturing, animation, tracking and lighting
- Compositing, and related 3D programs: in-depth knowledge, experience with the API (Python or C++), strong scripting skills in Python/PyMel
- Unreal/Unity: extensive experience working with scripting and workflows: physically-based rendering, materials & real-time lighting
- Shaders: in-depth knowledge of real-time shader implementations
- Materials: experienced in the development, authoring & organization of efficient materials
Must be a team player and work well within a team environment
- High attention to detail required
- Strong written and verbal communication skills needed
- Experience with Octane a plus

Key Competencies

- Passion for helping to develop new technologies within the holographic ecosystem
- Proficient with profiling tools in the examination & diagnosis of performance issues
- 3 plus years of experience with one or more of the following: Houdini, Maya or Cinema 4D
- 3 plus years of experience in one of more for the following: Nuke or Digital Fusion
- General Knowledge of the Adobe Suite of Tools
- Familiarity with C#, C++, and/or python
- Basic Design Sensibilities
- Interest and capacity to work with proprietary toolsets
- A portfolio/reel submission - including a detailed breakdown of your work in each shot

PHYSICAL REQUIREMENTS

The physical demands described here are representative of those that must be met by an employee to successfully perform the essential functions of this job. Reasonable accommodations may be made to enable individuals with disabilities to perform the essential functions.

- Ability to lift and carry 25 pounds for 50 feet; bend and reach; work in an environment with daily changes in climate;
- While performing the duties of this job, the employee routinely is required to sit, read, write, type and speak for extended periods of time;
- The employee is required to move around the premises;
- The employee must be able to observe and respond to people and situations and interact with others encountered in the course of work;
- Employee must be able to learn and apply new skills or information;
- Must be able to multi-task regularly;
- Employee must display a positive, professional image and attitude and work well with others;
- The environment generally is moderate in temperature and noise levels;
- The position also requires the following abilities:
 - Ability to look at computer screen for extended periods;
 - Ability to concentrate and focus for extended periods;
 - Ability to handle stress;
 - Ability to interact frequently and positively with others;
 - Ability to meet deadlines

The above information on this description has been designed to indicate the general nature and level of work performance by employees within this classification. It is not designed to contain or interpreted as a comprehensive inventory or exhaustive list of all duties, responsibilities and qualifications required of employees assigned to this job. Management reserves the right to amend and change responsibilities to meet business and organizational needs. Light Field Lab Inc., is an at-will employer and this description is not intended to imply a guarantee of permanent employment.

Light Field Lab does not discriminate on the basis of race, color, national origin, age, sex, sexual orientation, gender, gender identity, gender expression, marital status, physical or mental disability, medical condition, genetic information, religion, (including, but not limited to, religious dress and grooming practices), family status, ancestry, citizenship, military and veteran status, filing of a workers' compensation claim, or any other legally protected status. It is our intention that all applicants be given equal opportunity and that selection decisions are based on job related factors. We are an equal opportunity employer.”