
CGI Real-Time Technical Artist

Provide technological support for Real-Time CGI projects. Assist in the development of the Real-Time workflow, ensuring it complements the existing and future workflow of the rest of the CGI Studio.

Work alongside the rest of the Real-Time Team, understanding both the artistic and technical challenges that they face and supporting them on a day to day basis.

Role Responsibilities

- Work with the CGI Head of Real-Time to define a roadmap for development that is realistic and achievable
- Provide advanced 3D software scripting support specifically for the CGI Real-Time team; this can include real-time software, plug-ins, scripts as well as other third party technologies using multiple programming languages
- Take ownership and maintain any software, scripts developed and their corresponding source code repositories and documentation, providing training to artists where necessary
- Liaise with the TD team to ensure best working practices are adhered to and any development is for the benefit of the entire studio
- Keep up to date on new research and industry developments, and maintain knowledge in relevant fields and contribute regularly to the CGI Studio collective learning within the team environment
- Always work within the IT/systems procedures for development, adhering to our ISO procedures
- Ensure documentation, operation manuals and policies are kept up to date
- Proactively seek to understand how to produce stills and animations to keep up to date on the artists needs and future development requirements and to enhance and make our resource more efficient

All Staff Responsibilities

- Carry out any reasonable duties as identified by your Line Manager or Team Leader
- Positively represent Burrows to our customers and suppliers
- Ensure compliance with all contractual employment obligations
- Ensure compliance with our ISO standards
- Fully participate in the company's performance management and development programmes
- Maximise own ability to produce quality work, on time, and to brief, utilising best skills and available technology
- Work in accordance with the company's Human Resources policies and procedures
- Ensure compliance with health and safety requirements

Your Qualities as a Candidate

You're someone who enjoys working with Real-time technologies, and has experience with developing tools and workflows in this area.

You have a constant desire to improve your abilities and you have a can-do approach to problem solving. You are a driven individual who has a keen eye for detail and quality.

Essential Skills & Knowledge

Personal Attributes:

- Glass half-full / Can-do attitude
- Able to manage own workloads and deliver on time to the required standard
- A troubleshooter and problem solver
- Able to work as part of a team as well as autonomously
- Driven individual with a passion for CGI and continual improvement in the field
- Keen eye for detail and able to work within structured pipelines
- Excellent verbal and written communication skills
- Strong desire and ability to learn and apply new knowledge and techniques
- Strong ability to prioritise tasks and time-management skills
- Genuine interest in 3D, web development / internet + mobile and gaming technologies
- Able to work overtime as and when required, sometimes at short notice

Your experience and knowledge:

- Solid understanding of real-time engine script and tool development
- Solid understanding of a CGI/Animation/Games pipeline
- Experience using UE4, Unity, Max, Maya or similar
- Pragmatic approach to solving complex programming/production issues
- Solid understanding of max script and tool development
- Experience troubleshooting 2D,3D, CGI based software
- Scripting Languages; Python, MAX Script, MELScript, 3D software scripting
- Undergraduate/Postgraduate degree or diploma in Computing Science, or related 2D/3D discipline

Advantageous Non-Essential Experience

- Experience of other scripting languages –TCL, vb Script, JavaScript, c++, c#, cmd line
- Experience with web GL
- Experience in a multimedia / digital agency environment
- Sound understanding of industry standard programming techniques
- Solid understanding of a shotgun/pipeline development
- UE4 blueprints