CGI REALTIME TECHNICAL ARTIST

Highly competitive salary + paid overtime + benefits

Provide innovative realtime technical solutions for our highly skilled CGI Artists

With a client list that includes household names and prestigious brands, our CGI department is experiencing rapid growth as we work with cutting edge technologies to develop our offering to clients. It's a creative and fast-paced environment with a highly professional edge.

As part of a newly-formed development team across CGI and Digital, you will work closely with others to develop technological solutions for our production of realtime marketing experiences in multiple environments. Highly passionate about new technologies and with previous experience in this field, you will be key in our pursuit to produce advanced CGI tools, and developing our realtime workflow.

Why Burrows?

We're one of the UK's leading through-the-line creative marketing companies, an integral part of the Y&R/Wunderman worldwide partnership and a WPP Company.

As an accredited Investors in People Company, we believe in promoting the professional and personal development of our people. We offer highly competitive salaries and a generous benefits package, including private health insurance.

We believe in a healthy work/life balance. The hours for the role are 37 per week Monday to Friday. Sometimes you may be required to do overtime, which will be paid.

You'll be working at our head office, a two-minute walk from Shenfield railway station, and less than 30 minutes by rail from central London. (Away from the madding crowd, but still close enough to get into it!)

To apply, please forward your CV with a covering letter and link to your portfolio, noting your current remuneration package to:

Human Resources, Burrows, The Burrows Building,
5 Rayleigh Road, Shenfield, Brentwood, Essex CM13 1AB.
Tel: 01277 246666 Fax: 01277 246778.
email: burrows.careers@burrows.yr.com
web: www.burrows.info

Please note that due to the volume of emails and applications we receive on a daily basis we are unable to respond to everyone and therefore only successful applicants will be contacted.
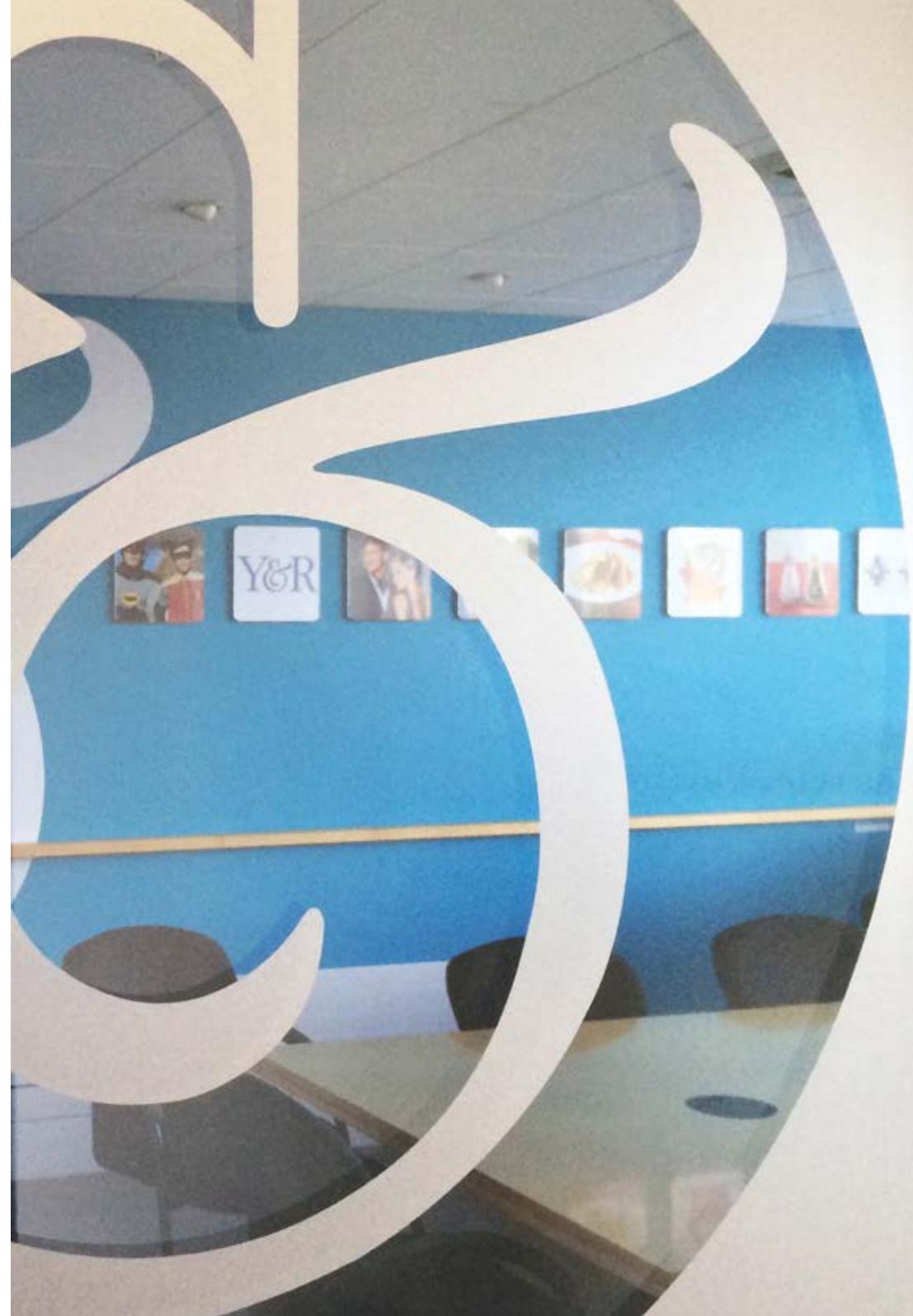
JOB OVERVIEW

Provide technological support and development of realtime CGI projects. Assist in the development of the realtime workflow, ensuring it complements the existing and future workflow of the rest of the CGI Studio. Work alongside the rest of the Realtime Team, understanding both the artistic and technical challenges that they face and supporting them on a day to day basis.

Key Responsibilities

• Work with the CGI Head of Realtime to define a roadmap for development that is realistic and achievable
• Provide advanced 3D software scripting support specifically for the CGI Realtime team including; realtime 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 CGI Technical Directors to ensure best working practises 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

Other

The successful candidate will also be required to carry out any reasonable duties identified by their line manager or team leader as well as a duty to positively represent Burrows to our customers and suppliers. There will also be the need to comply with our ISO standards and fully participate in our company's performance management and development programmes, as well as working in accordance to our Human Resource policies and procedures.

PERSON SPEC & COMPETENCIES

	ESSENTIAL	DESIRABLE
PERSONAL ATTRIBUTES	Positive approach to tasks, seeking solutions Team-oriented Customer focused, driven individual Proactive and diligent Troubleshooter, with strong problem solving abilities Strong desire and ability to learn and apply new knowledge and techniques Strong ability to prioritise tasks and time-management skills	
EXPERIENCE AND KNOWLEDGE	Solid understanding of real-time engine script and tool development Solid understanding of a CG/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 Troubleshooting in 2D, 3D, CGI based software Scripting Languages; Python, MAX Script, MELScript, 3D software scripting	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
QUALIFICATIONS	Undergraduate/Postgraduate degree or diploma in Computing Science, or related 2D/3D discipline	Industry 3D qualifications
CIRCUMSTANCES	Able to work overtime as and when required, sometimes at short notice Strong desire and ability to learn and apply new knowledge and techniques	Experience in the digital content creation industry Valid Driving Licence
INTERESTS	Genuine interest in 3D, web development/internet + mobile and gaming technologies Automotive Visualisation Digital content, online solutions	