

# VFX Artist

Full Time - Arcana Studio (Current Remote Position) - Burnaby

Arcana Studio is looking for a VFX Artist with knowledge of animated feature film production. Effects are created in Houdini and are integrated into animated productions, we are looking for an artist to join our team and work with our VFX lead.

This is a great opportunity for someone who has a solid technical background, a passion for VFX creation and feature film production.

## **Responsibilities:**

- Taking and executing creative direction from Clients, Supervisors, or Producers
- Complete simple to complex simulations or dynamics
- Creating slap compositions from your own elements using Nuke
- Verifying your own exports using Maya
- Daily submission of your works in progress to team leads
- High attention to creative and technical details
- Proven ability to complete shots on schedule and under budget
- Taking responsibility for workload, time management, and notes required by clients or supervisors
- Ability to learn new techniques, and develop new workflows, with a keen eye for problem solving using every at your disposal.

## **Qualifications:**

- Preferred BC resident, or approved work permit.
- Preferred minimum of 1 year experience in Houdini on series or features
- Experienced with commonly used renderers such as Arnold or Mantra
- Basic understanding of Vex and Hscript
- Excellent organization, communication, and interpersonal skills
- A pro-active and collaborative work ethic
- A strong eye for detail, composition, color, and lighting
- The ability to multitask, prioritize and problem solve

Please email [production@arcana.com](mailto:production@arcana.com) to apply!