BigHugFX

We are looking for:
HOUDINI FX/ GENERALIST

1. Position Overview:

We are seeking a talented and experienced Houdini FX Artist to join our team. The ideal candidate should have a strong background in Houdini and specialize in creating stunning visual effects for film, television, or other media projects. This role requires creativity, technical proficiency, and the ability to work collaboratively within a team environment.

2. Responsibilities:

- Collaborate with the VFX Supervisor, CG Sup and other team members to understand project requirements and artistic vision.
- Create high-quality visual effects using Houdini, including but not limited to simulations, particle effects, fluid dynamics, and destruction.
- Work closely with other departments, such as lighting and compositing, to ensure seamless integration of FX elements into final shots.
- Stay up-to-date with industry trends and best practices in Houdini FX techniques and technologies.
- Provide mentorship and guidance to junior FX artists when necessary.

3. Requirements:

- Proficiency in Houdini FX with a minimum of 5 years of professional experience in a similar role. (Midlevel to Seniorlevel)
- Strong understanding of physics, dynamics, and natural phenomena.
- Experience with particle systems, fluid simulations, rigid body dynamics, and volumetrics.
- Proficiency in scripting languages such as Python and HScript.
- Excellent communication and problem-solving skills.
- Ability to work well under pressure and meet tight deadlines.
- Strong attention to detail and a passion for creating high-quality visual effects.

4. Bonus Skills:

- Experience with other VFX software such as Nuke.
- Understanding of USD/Solaris
- Familiarity with shader development and rendering techniques (materialX/Karma)
- Experience working in a collaborative studio environment.