**Digital Domain Vancouver**

**JOB DESCRIPTION**

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<tr>
<th><strong>Job Title:</strong> Technical Director - Lighting Pipeline</th>
<th><strong>Department:</strong> Technical Director</th>
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<td><strong>Reports to:</strong> Lighting Pipeline Supervisor</td>
<td><strong>Status:</strong> Non-Exempt</td>
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<td><strong>Classification:</strong> Full Time, Project</td>
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**Purpose of the job:**

Lighting TDs primarily write and support tools and production workflows to facilitate different lighting and rendering techniques such as HDRI, SSS, and Global Illumination. Their focus is ensuring production shots can be delivered efficiently, at the very highest standard. TDs must have a strong knowledge of look development, shaders, lighting, and layer management as well as a thorough understanding of the AOVs/frame buffers that the Compositing Department may need.

**Essential Functions/Responsibilities:**

- Be able to troubleshoot common rendering and lighting technical issues, including ray-tracing render optimization
- Develops tools to optimize texturing, shading, and lighting workflow and pipeline · Craft and update documentation for the tools, techniques and workflows
- Work with upstream and downstream departments to resolve asset and lookdev issues
- Work with Sups and Lookdev artists to establish a facility procedure for evaluation and accountability to ensure uniformity across shows whenever possible
- Develop best practices for shading specific problems (i.e. AOVs, Projection, SSS, etc)
- Aid show leads in communication and problem solving with texture and look dev teams
- Keep Pipeline Supervisor aware of any nonstandard techniques in use and help establish techniques or approve the requested innovation
- Solicit feedback from shows to determine best practices that need to be supported at facility level
- Attend, report on, and present to relevant Pipeline Councils
- Keep up to date on current industry technologies and techniques
- Report directly to the Pipeline Supervisor

**Qualifications:**

**Education and/or Experience Required:**

- 3+ years experience as a Technical Director
- Extensive experience in a wide range of CG Look Development, Shader and Lighting techniques and technical methods
- Degree in Computer Science, Engineering, Mathematics or equivalent work experience
- Proficiency in Python required, knowledge of PyQt a plus.
- Experience with C/C++ strongly desired
- Proficiency in one or more professional graphics package C++/Python APIs, including the Houdini, Maya, SDK, HDK, and Nuke SDK
- Experience with USD and Solaris strongly desired
- Proficiency in applicable domain specific programming language(s) including Mel, Hscript, RSL, MetaSL, OSL
- Ability to troubleshoot and debug common rendering issues
- Strong working knowledge of large scale, production level pipelines a necessity
- Ability to balance technical and aesthetic concerns
**Working Conditions and Environment/Physical Demands:**

- Office working environment.
- Hours for this position are based on normal working hours but will require extra hours pending production needs.
- Walking/bending/sitting.

The above statements are intended to describe the general nature and level of the work being performed by people assigned to this work. This is not an exhaustive list of all duties and responsibilities associated with it. Digital Domain Vancouver management reserves the right to amend and change responsibilities to meet business and organizational needs.

As an equal employment opportunity employer, Digital Domain commits to a work environment free from unlawful discrimination where all employees are treated equally with dignity, respect and on the basis of individual experience and potential, without regard to any personal classifications protected by applicable laws, regulations and ordinances.

To apply for this position submit an application at [www.digitaldomain.com/careers/](http://www.digitaldomain.com/careers/)