LUCASFILM Ltd

SINGAPORE

Lucasfilm Ltd was founded by George Lucas in 1971 and is one of the world's leading fully-integrated film and entertainment companies. Lucasfilm Singapore – Lucasfilm Ltd's studio in Singapore – produces digital animated content for film and television, visual effects for feature films and multi-platform games. The studio officially opened its doors in October 2005 and is currently home to more than 350 employees. Lucasfilm Singapore employs a global workforce and is always looking for both technically advanced talent and emerging artists. Open positions are listed online at **http://jobs.lucasfilm.com**.

Feature Animation

Assistant Production Manager: Assists with the management of the artists and production personnel from pre-production through post production on an animated feature film. Each APM is assigned to a specific department or group of departments and will become an integral part of the management structure of that team.

Lead Animator: Leads a team of Animators who create high quality motion of computer graphics creatures and objects within a shot ensuring that they follow the visual style of the animated feature. Also be responsible for the hands-on animation and executing of the more significantly complex scenes.

Lead Lighting and Compositing Artist: Oversee the day-to-day operations of the lighting teams, assisting artists hands-on with their work both technically as well as aesthetically, mentoring and training artists, and interfacing with technical staff on pipeline development and maintenance.

Senior Lighting Technical Director: Works with direction from the CG Supervisors and Digital Artist Supervisors to create the look of computer generated objects and scenes. They are responsible for lighting, shading, rendering, and some compositing.

Senior Animator: Create high quality motion of computer graphics creatures and objects within a shot, using a variety of animation software programs, and working under the general supervision of the Animation Supervisor and Lead Animator.

Senior Cloth Simulation Artist: Creates animated garments for large volumes of shots via cloth simulation for CG Feature. The Senior Cloth Simulation Artist will also be responsible for the set up of the more significantly complex CG models.

Senior FX Artist: Designs and creates environmental effects which can include such elements as fire, smoke, and water to be used in the CG Feature. 4-5 years experience and a Demo reel required.

Senior Crowd Technical Director: Responsible for developing and maintaining the Crowd pipeline for the animated feature. This will involve following direction from the Lead Crowd Artist and the CG Supervisor.

ILM Singapore

Compositor / Senior Compositor: Combines and oversees others who combine live action and computer generated elements into visual effects shots that realize the vision and creative direction of the client and visual effects supervisor.

Senior Digital Matte Painter: Have the ability to create photo-real environments and landscapes exhibiting a strong foundation in photo-realistic traditional and digital art skills with an emphasis on landscapes. Performs tasks related to integrating added imagery into a shots, preserving a unified sense of lighting, perspective, and color. Also responsible for creating original 2D and 3D content that may comprise part or all of an environment.

Senior Lighting Technical Director: Works with direction from the CG Supervisors and Digital Artist Supervisors to create the look of computer generated objects and scenes. They are responsible for lighting, shading, rendering, and some compositing.

Senior Creature TD: Creature TDs are responsible for setting up and running flesh-surface, hair, cloth, rigid body simulations as well as able to wrangle rigging and creature pipeline issues proficiently under the direction and guidance of their supervisors.

FX TD: FX's are responsible for generating FX animation, procedural simulation, dynamic simulation, particle and fluid systems for feature film visual effects. Responsibilities also include the lighting, rendering and basic compositing of those FX elements.

TV Animation

Layout Artist: Works independently and with other artists under the Senior Layout artist as a member of the layout team to provide layout and scene set up for CG animated television episodes following given direction from Supervising and Episodic Directors.

Lead FX: Lead a team of FX artists to design, create and implement environmental effects which can include such elements as fire, smoke, and water to be used in an Animated TV Series.

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LucasArts Singapore

Asset Artist: The Assets Artist's primary responsibility is to model, layout UV, create and apply textures to characters, sets, vehicles and props, according to the design and visual style of LucasArts Games. 3-5 years work experience in Games, 3D CG for digital animation or a related field is required.

Studio Art Director: The Studio Art Director will inspire and execute the overall visual look of all internal game projects, and product lines for LucasArts Singapore. He or She will coordinate and supervise the efforts of the internal art teams, to achieve the highest artistic quality. He or she will be responsible for inspiring the overall visual look for the studio, and will work closely with multiple Producers, the Studio Creative Director, and Leads to define art schedules, creating quality art milestone deliverables, and working with all internal Art Discipline Leads. This person is also responsible for establishing standard procedures and expectations on a studio wide level.

Art Lead: The Visionary!!!! Responsible for the overall visual look of the Game on multiple platforms, and coordinating and supervising the efforts of artists to achieve the highest artistic quality. Oversees the work of concept artists, character artists, environment artists, animators, FX artists, and UI designers and makes sure that their fantastic work all cohesively fits into visually compelling games. We are looking for a talented team leader who can motivate artists as well as create art themselves! Inspiration through example!

Studio Creative Director: Under the supervision of the President of LucasArts and in collaboration with the Studio Executive Producer, the Creative Director must define the global vision of the games/franchises and make sure to maintain this vision through their realization. As a vision keeper, they also has the responsibility to validate the integrity of the content as well as the general quality of all products during the production process. The Studio Creative will also be the leader of the Design Team, assisting and inspiring staff to do their best work!

Senior Software Engineer (Multiplayer): We are looking for a talented trailblazer to Develop software for games or technologies in support of exciting new game development. Proficient in C++, Python and possess the ability to script in various game engines. 3+ years of Network Engineering experience.

Senior Game Designer: Collaborates with the Lead Designer, design team and other team members to conceptualize, document and implement detailed game design throughout the project cycle. Experienced in level & combat design and possess the ability to script in various game engines.

Senior FX Artist: Explosions! Rainstorms! Lasers! The Senior FX Artist designs and creates stunning visual effects which can include such elements for both environment, character, in game actions and graphic interfaces for a variety of gaming platforms.

Tools Engineer: The Tools Engineer develops tools for computer games for various platforms, including next generation consoles related to the company's production schedule. Provide technical expertise to developing tools and technologies in support of games development cycle.

Platform Architect: The Platform Architect is responsible for the overall technical quality of our platform services and features. Expert-level knowledge in Java version 5, 6 and Java concurrency or equivalent expertise/experience in other languages. Possess understanding or experience with NoSQL database solutions (HBase, Cassandra, Riak, etc.) Solid experience working with enterprise technologies, including web services, message-oriented middleware, security, and web development.

Technical Artist: The Technical Artist is responsible for solving technical production issues, define work flows, streamline processes, and develop tools/frameworks for art. Partners with engineers to develop tools/scripts/plugins to streamline art processes. Provide technical expertise to streamline processes for modeling, animation, effects and character rigging.

Technology

IS Engineer: Responsible for architecting and developing all proprietary software accessing the Oracle database. The Python developers' focus is on artist and production related tools including systems such as: Asset Management, Production Tracking, Workflow Systems and Resource Management.

Lead Production Engineer (R&D): Responsible for developing and leading production technologies for Visual Effects. This person will own different aspects of software projects including code organization and compliance to coding standards. Modularity of the libraries, re-use of common code, clean interfaces between the subsystems and integrity of design are all important goals.

IT Senior Manager: Responsible for planning, managing and operating the technical systems resources and infrastructure that make up the Lucasfilm Singapore facility. Key to this role is the presence of infrastructure management, personnel management, planning and budgeting expertise to deliver IT services at a high level of quality and dependability. Critical to the success of this position will be the successful consolidation and transfer of the Lucasfilm IT infrastructure to the new Lucasfilm Singapore building planned for 2013.

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