"Animation isn't just a storytelling medium – it's our life force and our passion."

JOB DESCRIPTION

TITLE: CG Lighting/Compositing Intern
REPORTS TO: CG Department Head
FLSA: Non-Exempt
DATE: 3.7.17

General Summary

As a HouseSpecial Intern, you will gain valuable hands-on experience and training as you work alongside our staff artists on broadcast and digital productions. You will be supported and challenged every day while learning to thrive in a fast-paced studio environment. Our teams move fast; we never compromise on creativity.

Principal Duties and Responsibilities

- Help establish and maintain the aesthetic look of CG/Mixed Media projects under the supervision of the Director, Lighting Artists, and Compositors.
- Assist Lighting Artists in performing technical work supporting shot lighting.
- Troubleshoot creative and technical issues.
- Combine live action, stage, and cg elements into VFX shots.
- Assist on creative look development using compositing tools.
- Communicate effectively with production management, creative leads and technical support teams.
- Meet deadlines as established by production management.
- Actively safeguard HouseSpecial's Proprietary and Confidential Information.

Minimum Qualifications

- Completed Junior year or has graduated within the last two years with a Bachelor's degree in Computer Science, Animation, Fine Art or other relevant area of study.
- Experience with Maya, Arnold and Nuke (or other node-based compositing package).

- Ability to prioritize and maintain consistent productivity in a fast paced environment.
- Able to work both collaboratively and independently.
- Open to taking direction and able to embrace change.
- Strong attention to detail, communication skills, a great attitude and common sense.

Disclaimer

The above statements are intended to describe the general nature of work being performed by a CG Lighting/Compositing Intern and do not comprise the definitive list of all responsibilities, duties and skills required.

About HouseSpecial

Our Portland creative team is globally known for our ability to develop characters in narrative environments for iconic brands like M&M'S, Supercell's Boom Beach, Planters, Apple, ESPN, Target and Honey Nut Cheerios. We have collaborated with advertising agencies Barton F. Graf, Goodby, Silverstein & Partners, Wieden+Kennedy, TBWA\CHIAT\DAY, Leo Burnett and BBDO on hundreds of spots – many of which earned big awards and are part of advertising lore.

The studio, under the leadership of President.EP Lourri Hammack, Chief Creative Office and Creative Director Kirk Kelley and Chief Operating Officer Alvaro Cubillas, specializes in short to mid-form animated content in 2D, CG and stop motion mediums.

Learn more about our studio by visiting our website.