# NUBOYANA FX

**Compositors**

### Job Description

NBFX is looking for Compositors with previous experience for upcoming projects. The selected candidates will join a growing team, working in complex VFX sequences incorporating CG, live action, stock footage, designed elements, and more.

### Qualifications

You would hit it right in the bullseye if you have some of the following skills:

- Minimum 2 years of production experience in the commercial/film industry
- Strong knowledge of Nuke/NukeX
- Experience with Linux, Mocha is desirable
- Must be able to learn and effectively use proprietary tools and pipeline
- Must have an excellent artistic eye

### Bonus points for:

- Strong knowledge in comp look development
- Ability to do comp concept work to help with pitches, decks and DMP briefs
- Ability to do QC
- Must be pro-active and able to take direction/input
- Working well within a team-focused environment.

### What we offer:

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

All your information will be kept confidential according to EEO guidelines.

**Composition Supervisor**

NBFX is looking for a Composition Supervisor to run the Composition proceedings, ensuring visual continuity, quality control and deadlines are met throughout all projects; while being able to lead the team and help them being prepared, motivated and planning their development.

**Responsibilities:**
- Oversee compositing operations ensuring production schedule is accomplished
- Deliver clear and consistent briefs and feedback to artists while making sure they are focused in reaching delivery goals and quality targets!
- Ensure visual continuity of projects based on Production and VFX Sup Vision
- Quality Control
- Continuous improvement of workflows
- Manage day-to-day team operations, while having a development plan in place for every team member
- Approving shots and forwarding them to following department

**Ideal profile:**
- At least 3-year experience in supervising role on VFX post-production
- High understanding of the VFX Pipeline
- Expert on Foundry Nuke
- Refined leadership skills
- An eye for detail and aesthetics
- Excellent teacher and communicator
- Expert problem solver
- Able to maintain a consistent high-quality standard
- Ability to deal with pressure

**What we offer**
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- International environment
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**Generalist TD**

We are recruiting a Generalist TD to develop in-house solutions for our fast-growing team with exciting new projects to come. The Generalist TD, coordinating with the developer team, will be working in direct cooperation with the CG Supervisor, and will be responsible for researching, developing, and implementing tools and solutions to improve the workflow.

**Required skills**

- Track Record of developing experience for Maya, Nuke and/or Houdini
- Previous experience in Film, VFX or videogames environment.
- An understanding of VFX and/or Animation Pipelines.
- Experience with Python and Object-Oriented development.
- Familiar with Git.
- Experience with Rez or other CI/CD tools.
- Experience developing for and/or managing render farms.
- Proficiency in English is an absolute must.

You would get bonus point by:

- Being familiar with C family languages.

**What we offer**

- Compensation according to experience
- International environment.
- Passionate, dedicate and cooperative team.

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**MidSenior FX Artist**

We are interested in recruiting a Mid/Senior FX Artist. Are you ready to join a fast-growing team with exciting new projects to come?

Our FX Artists are responsible for gathering a variety of 3D assets produced by our Layout and Animation departments and creating rigid body, particle, and fluid simulations. If you have a passion for FX and can use Houdini and Maya, then we would definitely want to hear from you! Whether you are looking for new challenges or are used to leading teams of FX TDs – you are welcome to apply!

**Qualifications**

You would hit it right in the bullseye if you possess the following skills:

- Previous experience in a VFX environment
- Previous experience working with Linux
- An understanding of the whole film pipeline
- A basic knowledge of physics
- Ability to manage and control large amount of particles and complex scenes
- Knowledge of Python, VEX and Mel.
- Experience with Houdini
- Experience with Maya

**Bonus points for:**

- A basic knowledge of Nuke
- A basic knowledge of Arnold and Mantra
- English required

**What we offer**

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

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**Production Coordinator**

The Production Coordinator, working in direct cooperation with Coordinators and Department Supervisors will be responsible for overseeing all production operations and allocating resources to the team, ensuring that both day-to-day and long-term goals are achieved.

**Qualifications**

You would hit it right in the bullseye if you possess the following skills:

- Previous experience in a Film, Animation or VFX environment
- An understanding of VFX and/or Animation pipelines
- A Master of Planning and Organization, but always ready to face problems with creative solutions.
- Capable of openly communicate with artists, supervisors, producers, clients, and vendors
- Proficiency in MS Excel, MS Project.
- Proficiency in English is an absolute must.

You'd get bonus points if you have:

- Previous Shotgun experience

**What we offer**

- Compensation according to experience
- International environment
- Passionate, dedicate and cooperative team

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**Python Developer**

Nu Boyana Portugal is recruiting a Python Developer to come up with in-house solutions to our fast-growing team with exciting new projects to come. The Developer position involves working in direct cooperation with Department Supervisors and artists, will be responsible for the development of deployment tools and automation, while simultaneously responding to day-to-day challenges.

**Qualifications**

Required skills:
• 3 year of experience in Python
• Solid understanding of Object Oriented Programming and Design
• Ability to debug and optimize code with Python
• Experience with Version Control Systems: git/github
• Experience with package management platforms (Rez/Jenkins or others)
• Familiarity with CI/CD pipelines
• Ease of communication in English

**Valued**

• Experience with Qt or other UI frameworks
• Experience with Web frameworks such as Flask
• Familiarity with with Linux
• Familiarity with Digital Content Creation packages such as Maya, Nuke and Houdini

**What we offer**

• Compensation according to experience
• International environment
• Passionate, dedicate and cooperative team
• A team you can trust
All your information will be kept confidential according to EEO guidelines