TRG

Job Summary:

The Technical Director reports to the CGI Supervisor and will focus primarily on Python scripting, pipeline automation, tool development, and troubleshooting technical issues across various production environments. This

role will help improve production efficiency, ensure best practices are followed, and address any technical challenges that arise.

About TRG:

TRG is a nationally renowned photography, video, and CGI production facility unique in the industry for offering a variety of content production services all under one roof. With the latest acquisition of a 160,000sq ft space, TRG has quickly grown into a premier multimedia studio in the nation.

Who We're Looking For:

- An incredible work ethic and great attitude that meshes well with the team. TRG has a long history of hiring people who have great attitudes and share a passion for our creative industry.
- Extremely organized yet also flexible enough to handle consistent priority changes.
- Someone who can work independently is a must
- A person who understands the importance of the little things that make our clients' experience while in the studio something special.
- Must work well under pressure and in a fast-paced environment
- Not afraid to take risks and try new things, continually testing and learning
- Ability to handle many simultaneous moving timelines and shifting priorities.
- The ability to perform all duties while still having fun and genuinely liking your job.
- An extreme love of puppies and dumb jokes is a plus.
- Someone who can work easily with a studio full of caffeine addicts, creative weirdos, and a handful of roaming dogs.

Supervisory Responsibilities:

• None.

Duties/Responsibilities:

- Collaborate with the CG Supervisor to develop tools that enhance artist workflows and ensure adherence to best practices.
- Develop and maintain Python scripts to automate repetitive tasks and improve workflow efficiency.
- Work closely with artists, producers, and other departments to identify technical needs and implement solutions.
- Design and maintain production pipeline tools for animation, rendering, compositing, and other technical aspects of production.
- Troubleshoot and resolve technical issues related to software, hardware, and pipeline integration.
- Integrate third-party software tools (e.g., Blender, Nuke, Unreal) into the production pipeline.

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- Optimize and manage data handling, file management, and asset tracking within the studio's workflow.
- Provide technical support to artists and production staff, ensuring effective use of tools and scripts.

Required Skills/Abilities:

- Strong proficiency in Python programming, with experience in developing tools and automating workflows.
- Proficiency in SQL, MS Access, or other database solutions.
- Experience in UI development (PySide6, PyQt, etc.) for building tools for artists.
- Ability to write clean, efficient, and well-documented code.
- Familiarity with Git or other version control systems.
- Excellent problem-solving skills and the ability to troubleshoot complex technical issues.

Preferred Skills:

- Familiarity with production environments in the CGI, VFX, or animation industries.
- Experience with digital content creation software such as Blender, Nuke, Unreal, and
- Photoshop.
- Strong understanding of file formats, asset management, and pipeline integration in production environments.

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