



CG Supervisor

Primary Job Responsibilities

- Creative and technical direction of all asset creation and lighting departments
- Should possess good knowledge on all the aspects of pre & post production.
- Must have the knowledge on process of modeling, rigging, texturing, rendering, visual effects, lighting & compositing.
- Ability to come with dynamic & creative solutions for new projects or existing projects. Should be able to monitor & enhance the production workflow between various internal departments, stated above & able to supervise the complete cycle of production & Quality Control within the specified time.
- Must have excellent communication as needed to serve as a client interface.
- Delivery of work to a high standard to the project director
- Responsible for the end-to-end delivery of the project with minimal guidance
- Fulfillment of client's requirements by monitoring internal departments, maintain project information & keep a track of projects.
- Performs other related duties as required and assigned, such as attending meetings, (e.g. Production Meetings, Departmental staff meetings, Post Mortems, etc).

Desired Qualification

- Excellent management, organizational, written and verbal skills
- Minimum 5 years experience in managing team across multiple simultaneous projects and platforms.
- Experience in working with a core production house with interaction with on-shore counterparts
- Ability to set priorities, manage multiple tasks and time management skills to meet deadlines set by clients.
- Well organized and methodically attentive to detail
- Ability to embrace teamwork and collaboration
- Works well under extreme pressure with tight deadlines & problem solving ability.
- Familiarity with film formats and digital media/assets preferred
- Serve as a bridge in maintaining and updating the skill gap for end-to-end show requirements.