



Junior Editor/VFX Op

REPORTS TO

Senior Editor

Escalation: Executive Creative Director

OVERVIEW

As part of the team, your role will be to work closely with the Senior Editor to assembling raw material into a finished product suitable for online/broadcast.

The materials you work with may consist of raw camera footage, dialogue, sound effects, gameplay footage, graphics and special effects. This is a key role in the post-production process and the editor's skill can determine the quality and delivery of the final product.

VFX skills will also be required when creating or developing graphical elements from the creative department, such as animated supers, graphical transitions and animations. The Junior Editor/VFX Op will be part of a team and they will usually work closely with the director or creative lead to achieve the desired end result. In addition to creating work for online/broadcast use there will be a requirement to create presentation documents such as mood films or animatics as part of the agency pitch process.

MAIN RESPONSIBILITIES

- Work alongside the Creative department on client campaigns, and deliverables across all TV, Trailer and sometimes digital assets.
- Communicate and present edits and information in a concise and professional manner whether in a verbal, written or visual context
- For TV/Trailer Campaigns prepare detailed animatics showing sequence and timing of story development for television/trailer production
- Effectively time manage yourself
- Constantly report back on progress of projects to Senior Editor, Executive Creative Director & Account Managing Producers.
- When required, work as a part of a wider team on brainstorm sessions with the creative department.

CONSULTS WITH

- Creative Director
- Directors
- Other Edit/VFX Staff
- Production
- Clients
- Film Production Companies
- Other Creative Team Members



REQUIREMENTS

- 2+ years of working in a similar role
- Excellent communication skills (both spoken and written)
- Right to work in the UK
- Knowledge of Premier and After Effects
- Working knowledge of Adobe Creative suite
- Machine room/data transfer experience/knowledge is a nice-to-have
- Gameplay capture experience/knowledge is a nice-to-have

WHAT WE OFFER

- Competitive salary (with perks) based-on-experience
- Generous holiday allowance
- Company pension scheme
- Team social events
- Summer hours
- Training
- Friendly working environment