Role Profile

Job Title	:	**Head of Technology**
Pillar	:	**Production**
Department	:	**Technical**
Band	:	**5**

Function of the department/section

Aardman comprises of many different technical teams and departments. Each has its own expertise and skillsets. As the studio enters into a period of expansion and growth across all production pipelines the technical support teams need to scale accordingly. The Head of Technology leads and manages the technical side of this expansion.

Main purpose of the role:

The role brings strong leadership that drives and focusses the technology department across the studio to embrace innovation and efficiencies. They will oversee the technology teams and are charged with developing and implementing technology plans and innovation as well as the smooth day to day running of the support function. They will be tasked with formulating a technology strategy along with the department heads that is aligned with the long-term plans of the studio as it takes on an ambitious slate of projects over the next 5 years and enters into a period of significant growth.

The Head of Technology is the representative of the technology departments both internally and externally and liaises with all the key stakeholders. They have an expert knowledge of the technology used in the Animation Industry, preferably – both Stop Frame and CG, an understanding of core systems and security, and also the management and leadership skills to work with a diverse range of teams.

Duties & Responsibilities:

- To lead the technology support departments across the studio
- To manage directly the key technical HODs
- To set technical policy in line with industry best practices
- Act as a liaison between the technical teams and production/management
- Work with the senior management of the studio to plan for the current production slate
- Ensuring that the day-to-day studio technical needs are met and runs efficiently
- Planning and maintaining the technology budget for the studio with overall responsibility for its performance
- Ensuring technical resources are appropriately recouped from production budgets
- Work closely with senior management and strategy groups to plan out a technology strategy for the studio for the next 5 years and beyond
- Oversee the design and implementation of technology solutions across the studio
- Work with the technology teams to identify gaps in resources and skillsets

- Act as a technology ambassador and representative for the studio internally and externally
- Encourage and drive innovation and development across all the technical pipelines
- Be a key advocate of R&D within the studio

Responsible to: Finance Director

Person Specification (essential and desirable background, skills and experience)

Essential
- An expert, up-to-date, knowledge of the Animation workflows commonly used in the industry
- Significant experience in leading technology teams in a similar environment
- A proven background in management and leadership
- Good negotiating experience and comfortable working with reseller and vendors
- Track record of building and maintaining good relationships with key stakeholders and teams
- Experience with department budgets and financials will be needed
- A good communicator and proven ability to be the bridge between technology teams and other key stakeholders
- Excellent interpersonal skills and experience working with diverse teams and skillsets

Desired
- A background or in depth knowledge in Stop Frame as well as CG is a huge plus
- Understanding of core infrastructure systems and cyber security
- Qualification in engineering, computer science or related field
- A background and experience working in relevant technologies hands on
- Ability to understand and explain technology in both simple and complex terms
- Experience with real-time games engine technology