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Manhattan Beach, California - United States
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Primary Job Duty: Artist Support

Primary Software: Programming, pipeline tools, Python/C++

Secondary Software: PyQT, MAYA API, Scripting, Motionbuilder API

Other Software: SQL, GPU shaders

Salary: DOE

Software Engineer / Developer

Description

We are a Los Angeles based feature film production company creating movies in an AR/VR space. We are in search of skilled software engineers/developers. This is a unique opportunity to develop software while working on the set of a major motion picture.

You will design, develop and maintain core pipeline applications, APIs and services. You will implement new solutions, as well as learn and provide support for our existing pipeline. Communication skills are important. You will integrate into a team of developers, cg artists and production personnel. You should be driven, positive, and interested in the opportunity to learn and create new systems and concepts, while adapting to the changing needs of a cutting-edge film production.

Our main operating system is Linux (Kubuntu 14). Our primary programming languages are Python and C++. Graphics programming is done with OpenGL and OpenCL. We use wildly customized versions of Maya and MotionBuilder. We use QT and PySide for UI creation.

This is a long term full-time position in a friendly, creative, and collaborative working environment. We provide competitive compensation based on your experience level as well as medical, dental and vision insurance. Perks include a café on site, a well-equipped private gym, and a rec room with video games, ping-pong and a pool table.

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Requires

• BS/MS in Computer Science or equivalent work experience.

• Programming experience in one or more of the following industries: VFX, Games, Entertainment, 3D Graphics, Simulation, Visualization.

• Expertise in either C++ or Python, or transferable expertise in other languages.

• Proficiency in Linux.

• Experience developing and supporting scalable APIs and applications.

• Ability to create testable, efficient and reusable code.

• Willingness to participate in the continuous improvement of the development process.

• Flexibility; this is a dynamic production environment.

Preferred

• Experience with Maya, MotionBuilder or similar graphics applications.

• Working knowledge of software architecture and design methodologies.

• Experience with developing art/game & content pipelines/workflows.

Apply