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PIXAR **Pixar Animation Studios**
Emeryville, - United States
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Software Engineer, Simulation

Primary Job Duty: 3D Graphics

Primary Software: Python/PyQT/C++

Secondary Software: Houdini, Linux/UNIX, Maya MEL

Salary: DOE

Description

Software Engineer, Simulation

SUMMARY:

Pixar's Software R&D Team is responsible for developing and maintaining Pixar's in-house, movie production software. As part of this group, the simulation engineering team creates, maintains, and supports the software that production artists use to create character simulation effects (cloth, hair, flesh, skin, etc.). We are looking for a general software engineer with 3D computer graphics experience who will join our small team to help support these artists. In this role, you will be responsible for feature development and bug fixing forproprietary software and pipeline used by concurrent film productions. This is a front line engineering position that requires collaboration with production users and project managers to support mission critical software.

RESPONSIBILITIES:

Primarily responsible for providing software needed to support simulation artists. This includes developing and maintaining software in the simulation pipeline under the guidance of a departmental project lead

Works one-on-one with artists to resolve technical problems and debug high priority issues

Detailed problem analysis and resolution of issues

Ability to triage incoming issues and provide rapid response/resolution

QUALIFICATIONS:

5+ years of experience engineering in C++

Solid engineering skills with an appreciation of code craft, code health, and addressing technical debt

Bachelor's degree in Computer Science or equivalent

Experience with 3D math and computer graphics

Excellent problem solving skills with high attention to detail, balancing quick turnaround with long-term quality

PREFERRED SKILLS:

Scripting skills with expertise in Python, PyQt, and/or Maya MEL

Knowledge of numerical techniques used by simulation (i.e., cloth, hair, rigid bodies) a plus

Experience working with technical and non-technical software user

Knowledge of 3D graphic applications and their APIs is a plus (i.e. Maya, Houdini)

Experience with UNIX / Linux

Demonstrated ability to create positive and effective working relationships with internal and external groups and coworkers

Detail oriented and organized, possess communication skills, and able to handle a variety of tasks in an efficient manner

Demonstrated ability to work with a team to deliver high quality software in a quickly changing, deadline oriented environment

Pixar is an Equal Opportunity Employer

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