

(M/F)

CGI PIPELINE DEVELOPER

FULL TIME

We are seeking, soonest possible, a CGI Pipeline Developer for our Interactive department.

YOUR PROFILE

- Relevant qualification in the field of IT, media IT, media technology (or similar)
- 2+ years of experience in conceiving and implementing processes and workflows relating to CGI productions
- 2+ years of programming experience with Python
- Experience with workflows and APIs from specific CGI applications, e.g. Maya, 3ds Max, VRED, Nuke.

JOB DESCRIPTION:

- Conceive and implement the CGI pipeline
- Work closely with the production team on conceiving fundamental and project-specific processes, tools and workflows
- Advise production management on pipeline-specific decisions

BENEFICIAL:

- Experience in database design and administration
- Knowledge of the theory and application of design patterns
- Practical experience with C++ and Qt
- Experience in editor automation of Unreal Engine 4

WE OFFER:

- A progressive and innovative company environment
- Fair, performance-linked remuneration
- A modern workplace with a motivated and friendly team
- An enjoyable working atmosphere and short decision-making structures

Please send your detailed application with an indication of soonest possible start date to:

STAUD STUDIOS GmbH // Helen Rex // job@staudstudios.com

If you have any queries, please do not hesitate to call us on:

+49 7152 97 99 398.