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Pixar Animation Studios

Emeryville, - United States

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Rendering Software Engineer

Description

Rendering Software Engineer

SUMMARY:

Pixar's Software R&D team is responsible for developing in-house software to support the making of our animated films. In this role, you will work closely with CG artists in production departments and other engineers to build the greatest filmmaking tools. If you are someone with a deep understanding of 3D Graphics and Rendering technology, an ability to collaborate with large cross-functional teams, and are skilled in designing and implementing robust, easy to maintain code, this may be the role for you. We are looking for a software engineer who is committed to creating and maintaining world-class production tools utilizing high-standard engineering practices.

RESPONSIBILITIES:

- Develop, implement, test and support 3D Graphics and Rendering software in a Linux environment
- Collaborate effectively with a team of engineers and Project Management
- Partner with artists and technicians to provide world class software development and support for film production

QUALIFICATIONS:

- 3+ years of professional engineering in C++ required
- Bachelor's degree in Computer Science or equivalent
- Strong software engineering skills
- Strong problem solving skills with high attention to detail and quality
- Experience with UNIX / Linux
- Knowledge of modern computation 3D graphics architectures and technologies (e.g. Cuda, OptiX or GPGPU APIs)
- Experience with modern offline renderers and their APIs is a plus (e.g. Renderman)
- Excellent verbal and written communication skills

Primary Software: Software development, unix/linux

Secondary Software: Renderman, CUDA

Salary: DOE



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