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ANIMATION STUDIOS**Pixar Animation Studios**

Emeryville, - United States

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## Look Development Software Engineer

### Description

**SUMMARY:**

Pixar's Software R&D team is responsible for developing Pixar's in-house proprietary animation software. The Look Dev Team is hiring a software engineer who are committed to creating world-class production tools. This position is responsible for helping create and maintain new software for the studio.

The position requires a deep understanding of software application engineering, an ability to collaborate in a large cross-functional team of world-class developers, and skill in designing and implementing robust, easy to maintain code.

**RESPONSIBILITIES:**

- Develop, implement, test and support graphics software in a Linux environment
- Collaborate effectively with a team of engineers, QA, Build, UI, Doc and Project Management
- Quickly respond and proactively investigate requests coming from artists
- Collaborate on Open Source initiatives like OpenSubdiv and USD

**REQUIRED QUALIFICATIONS:**

Bachelor's degree in Computer Science or equivalent  
C++ and Python mastery  
Understanding of computer graphics problems and techniques  
Knowledge of modern rendering architectures, CPU and GPU based  
Experience with GUI design and programming  
Strong software engineering and testing skills  
Strong problem solving skills with high attention to detail and quality  
Experience with UNIX / Linux  
Excellent verbal and written communication skills  
Proven ability to work with a team to deliver high-quality software in a fast paced, dynamic, deadline-oriented environment  
Proven ability to work with both technical and non-technical software users

**DESIREABLE QUALIFICATIONS:**

Master's degree in Computer Science or Math  
Experience with Cuda  
Experience with OpenSubdiv, USD and open source development  
Experience with 3D applications and their APIs (e.g., Maya, Houdini, Katana, Unreal Engine, Unity)

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**Primary Job Duty:** computer graphics techniques, GUI design and programming

**Secondary Job Duties:** software engineering and testing , Collaborate on Open Source initiatives

**Primary Software:** Python, C++

**Secondary Software:** Linux/UNIX

**Salary:** DOE