

SOFTWARE DEVELOPER - CREATURES

Weta Digital's internationally renowned Creatures team has been responsible for some of the most memorable characters brought to screen in recent years. We are currently seeking a Software Engineer to join our award-winning facility in Wellington.

Working in a flexible team environment, the focus of the role will be designing and implementing ground-breaking techniques into intuitive production technologies to be used across a range of future projects. As a key member of a core group, this role presents an opportunity to work at the forefront of ongoing development in the CG industry.

We are looking for someone from a solid engineering and software design background. If you think this sounds like you, please consider your competency in following areas before making your application;

Extensive knowledge of:

- Computational mathematics
- Computational geometry
- Computer simulation techniques
- C++
- Multi-threading
- Low level Code optimisation
- Software Architecture
- Manipulation of large complex data set
- Agile Development

Also:

Ability to translate and communicate sophisticated technical concepts to a broad range of users

Ability to work in a very fluid multi-disciplinary artistic working environment

Have solid initiative and be an independent self starter

Willing to push boundaries on new fields of research

Maya plug-in experience a slight advantage

Finite element method knowledge would be useful- Experience developing for Maya/Motionbuilder

Python

Nice to have but not essential:

- UI experience (particularly QT)

To apply,

Location: Wellington, New Zealand