

SOFTWARE DEVELOPER IN SOFTWARE ENGINEERING DEPARTMENT

Weta Digital Software Engineering Department is looking for a Software Developer to join our team. The Software Engineering Department creates, develops and maintains tools for pipeline, procedural modelling and dressing, realtime rendering, 2D imaging, animation and VR. We aim to keep quality of Weta Digital's products to the highest level also ensuring quantity and continuity in the production pipeline, easing users workflows and speeding up processes. As a software developer you will support a diverse range of areas in the Software Engineering Department.

Responsibilities:

Collaborate with core team members develop and support features that artists use daily

Debugging, implementing and supporting features

Work within existing code base to support APIs that other developers in the company are constantly using

Learn and use Weta Digital's proprietary renderers and scene manager APIs to extend and support features in a large variety of plugins that modellers, animators, lighters, composers use in their workflow

Plan and manage tasks for daily work load

Required Skills:

BS/MS or equivalent knowledge and experience in Computer Science or related

3+ years of applicable experience

Good knowledge of C++ and Python.

Experience developing reliable, maintainable, high-performance code

Experience with DCC APIs such as Maya and/or Renderman and/or Motionbuilder

Excellent problem solving skills.

Parallel programming

Ability to develop a productive relationship with users

Excellent verbal and written communication skills

Desired Skills:

Proficient with 3D math including linear algebra

Experience with any of the following: OpenGL, CUDA, OpenCL

Qt development

Previous work in the visual effects and/or games industry

If this sounds like you, we would love to hear from you!

Location: Wellington, New Zealand

APPLY NOW