

# CDL.TV

## Job Description: Pipeline Developer

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### DESCRIPTION

The Pipeline Developer is part of a studio team responsible for developing and supporting tools to accelerate workflow in the production of high quality Visual Effects imagery.

### REQUIREMENTS

- Proficient in python 2.x/3.x and/or C++.
- Proficient with one or more software APIs: Maya, Mari, Katana, Houdini, Nuke, Arnold, Renderman, Tractor and Shotgun
- Prior experience with revision control systems such as Git or SVN is preferred.
- Must have a mature approach to software design and implementation
- Strong understanding of production processes for film and television is preferable.
- Must be able to work collaboratively with other developers, in a co-ordinated manner, on the same product. A successful candidate will work transparently, not opaquely.
- Experience with implementing or working directly with databases (Postgres, MySQL) would be beneficial
- Experience with Visual Effects Asset Management System design or development is a plus.
- Experience with PyQt or PySide would be helpful
- Must be able to communicate eloquently and effectively with non-technical stakeholders
- A degree in computer science, math or engineering is strongly preferred
- To Apply for this position

### Interested candidates should:

- 4+ years of experience
- Knowledge of Maya API, Nuke
- Good software practices: revision control, well documented code, modular designs
- Ability to work in a group as well as operate in a self-directed capacity