



Tippett Studio is a unique, Academy Award winning, full service visual effects company that specializes in CG character animation for movies and television commercials. Founded in 1984 by Phil Tippett, the Studio is located in Berkeley, California.

We are currently seeking to fill our Sr. Pipeline Software Engineer position. Please see below for the job description and application process:

Sr. Pipeline Software Engineer

Sr. Pipeline Software Engineers are part of a team that develops new tools for production in diverse areas such as render job setup, batch queuing, artist task management, storage management, dailies creation and management, and tracking of CG assets. The position reports to the R&D Manager.

Essential Functions:

The below list describes the essential functions of this role, but other duties may be assigned, as necessary.

- Work with the R&D team to design and implement software to address evolving production needs.
- Debug any problems with the existing pipeline that may hinder production.
- Optimize the existing pipeline with regard to I/O bandwidth and disk space utilization.
- Help with the process of integrating new 3rd-party applications with our existing pipeline.
- Advise CG Supervisors and conduct artist occasional artist training sessions in your areas of expertise.
- Write and maintain documentation on new and existing studio tools.
- Adhere to studio development standards and participate in code reviews.
- Be willing and able to learn new software, programming languages, and techniques that will be required to fulfill the above duties.

Qualifications, knowledge, and skills:

- Requires Bachelor's degree in Computer Science or equivalent experience.
- At least 2 years of Python development experience required.
- At least 2 years of C/C++ development experience preferred.
- Relational database design and implementation experience required. Experience with other data-store technologies (Redis, etc.) highly desired.
- Deep knowledge of UNIX/Linux. Windows development experience a plus.
- Good written and verbal communication skills required.
- Familiarity with film post-production workflow required. Production experience a plus.
- Detailed knowledge of one or more distributed render queuing systems (Alfred, Qube, etc.) highly desired.

- Experience with the following libraries and APIs is highly desired: Qt/PyQt, MySQL, PostgreSQL, Shotgun, MS Project, RV, Maya, RenderMan, Nuke.
- Experience designing and implementing effective graphical user interfaces highly desired.
- Ability to pick up and understand loosely documented legacy code.
- Ability to work well independently as well as part of a team in a fast-paced environment.
- Familiarity with software development and quality assurance best practices.
- Proactive and highly motivated. Career focus for the visual effects industry.

To apply for this position, please send your cover letter and resume to:

jobs-pipelineengineer1@tippett.com

If your skills and abilities are a good match for the job opening, you will be contacted in the near future. We will make every attempt to contact all qualified candidates, but due to the high volume of interest on our job openings, we may not be able to contact every individual. We will not be returning phone calls or emails seeking further information about the opening or to confirm that we have received your resume.