**Oriental DreamWorks**

**Job Title:** Pipeline Engineer

**Reports To:** Director of Pipeline Technology

**Department:** R&D

**Location:** Shanghai, China

**Pipeline Engineer (制作流水线工程师)**

Please apply on our career page at www.oriental-dreamworks.com for the job you are interested in.

如果您对我们的职位感兴趣，请到我们官方招聘网站www.oriental-dreamworks.com申请。

**Job Description：**

Oriental DreamWorks is looking for an experienced software engineer to join the Pipeline development team. Pipeline developers are responsible for the backbone which allows a geographically distributed team to produce animated feature films and provide critical tooling to support a show's artists and department heads.

**职位介绍：**

东方梦工厂在寻找有经验的软件工程师加入流水线发展团队。流水线工程师协助分布在不同地区的团队，共同制作动画电影并为设计师与部门领导提供关键工具。

**Duties and Responsibilities**

* Provide support and development of software tools and procedures to extend and enhance the core production pipeline.
* Work with multiple departments, including Modeling, Animation, Lighting, and FX to design and implement custom production workflows.
* Assist artists, technical directors, and department heads with troubleshooting workflow problems in various areas such as fur, clothing, particle effects, animation, and rendering.
* Ensure software development follows studio policies and guidelines.

**工作职责**

* 提供技术支持与软件工具研发，扩展、加强核心流水线。
* 与建模、动画、照明、特效等多个部门开展合作，设计并实施定制化的制作流程。
* 协助设计师，技术总监以及各部门领导解决各领域工作流程问题，例如：皮毛、布料、粒子特效、动画及渲染等。
* 确保软件研发符合工作室的政策与指南

**Qualifications:**

* B.S. or M.S. in Computer Science, Engineering or equivalent is required
* Strong programming skills. Proficiency in Python, C, and C++
* Experience with GUI toolkits, especially Qt
* Production experience in computer animation, visual effects, or game industry.
* Experience integrating tools into existing or new pipelines.
* Experience with multiple DCC applications such as Maya, Houdini, Nuke, or Katana.
* Ability to establish priorities, work independently or within a group, and work with minimal supervision.
* Demonstrated experience in high quality UI concept design and development
* Exceptional communication skills in dealing with both technical and artistic groups.

**职位要求:**

* 本科以上学位，计算机科学，工程学以及相关专业。
* 较强的编程能力。精通Python、C、C++语言。
* 有GUI toolkits相关工作经验，特别是Qt开发平台。
* 有电脑动画、视觉特效、游戏产业相关制作经验。
* 有将工具整合到已存或新流水线的工作经验。
* 熟练应用Maya，Houdini，Nuke 或Katana等多个特效DCC应用程序。
* 能够分清工作侧重，独立或团队工作，并能在无监管的情况下完成工作
* 高质量用户界面的设计研发。
* 与技术组和设计组沟通良好。

**Preferred Skills:**

* Experience working as part of a geographically distributed development team
* Experience using Javascript MVC frameworks to build end user web applications
* Familiarity with cloud management systems such as OpenShift and OpenStack

**加分技能:**

* 有跨地区研发团队工作经验
* 使用Javascript MVC框架建立网络应用终端经验。
* 熟悉OpenShift 和OpenStack等云管理系统

**How to Apply：**

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**如何申请：**

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**Job Location：**

Shanghai, China

**工作地点：**

中国，上海