



AUTOMATION/PIPELINE DEVELOPER

JOB DESCRIPTION

Full time (Monday-Friday)

1 year FTC with opportunity to extend

JOB DESCRIPTION

We are looking for a C++ developer responsible for building applications/plugins within the three main softwares that we use - 3DS Max, Unreal and Adobe Photoshop. The primary responsibility of the successful candidate will be to develop these applications and to deploy them to the rest of the production team, working on different layers of the infrastructure.

The role is to be working directly with our visualisation and realtime artists in order to deliver tools and plugins that will make their work more efficient, and more effective.

ROLES AND RESPONSIBILITIES

Roles and responsibilities include but are not limited to...

- Working in collaboration with the Head of Process and the end users to determine the best solutions to build a fast and efficient way to work
- Writing pipeline tools and further developing the pipeline for use across the studio, in different departments
- Finding the logic behind rule-based steps and scripting them
- Ensuring, once solutions have been agreed, that it addresses end user problems and meets the brief provided
- Maintain tools, including both troubleshooting and optimisation
- Ongoing research to discuss improvements to workflows, in order to improve productivity or communication among the production floor
- Undertaking challenges in unknown software in order to script repetitive tasks
- Establish a way to monitor and measure the adoption for all the tools and systems to be implemented

REQUIRED EXPERIENCE

- 3 + years experience in a similar role
- Confidence in delivering high-quality job systems to production teams
- Good prototyping techniques
- Able to contribute and suggest improvements and ideas on the process and pipeline

ESSENTIAL SKILLS

- 3DS Max SDK
- Strong proficiency in C++, with a fair knowledge of the language specification
- Strong understanding of the 3D graphics environment
- Unreal Engine development
- Python knowledge
- Photoshop SDK is a plus

CITYSCAPE DIGITAL

Cityscape Digital is a large leading visualisation studio located in the heart of Shoreditch, London's coolest neighbourhood. We produce some of the highest quality visuals, interactive, VR and film in the industry. We work with the world's top architects and property developers. Most of our work is in London and across the UK.

You have to be a bit pushy to work at Cityscape Digital. Like any leading creative industries company operating at the top of its game, the work is often fast-paced and challenging. When deadlines are tight and we ought to be banging out a competent job, instead we still pursue brilliant visual ideas and exquisite craftsmanship. This works best when artists are highly communicative and beat their own path to a beautiful finish. We're not crazy about headphones for this reason. Cityscape is an excellent environment for the proactive artist, we are famed for our family environment and high respect for artistry from any creative background.

BENEFITS

- Happy hour from 5pm on a Friday
- Private health cover after 1 year of employment
- 20 days annual leave, increasing to 23 after 5 years service
- Pension scheme
- Fruit, snacks, tea and coffee provided
- Big summer and Christmas parties, as well as monthly group nights out
- Dinner provided when working late to meet deadlines
- Travel card loans after successful probation

HOW TO APPLY

If you are interested please send a CV to recruitment@cityscapedigital.co.uk with the email subject "Automation/pipeline developer 2019".