



Role Profile

Job Title : **Pipeline Developer**

Department : **Production Pipeline – Digital Production Technology**

Function of the department:

The Digital Production Technology Department is responsible for specifying, supporting, and maintaining Production focused digital technology on all project formats at Aardman.

Amongst other projects, the Production Pipeline team develop tools for the CG and VFX department which is responsible for the production of CG animation and stop-motion VFX within Aardman Animations, working across short-form, long-form, and broadcast productions.

Main purpose of the role:

The Pipeline Developer will develop and maintain pipeline tools for all areas of the CG and VFX department, enabling more effective working patterns for artists using a range of 2D and 3D software. They will also support the integration of stop-motion productions into the CG and VFX pipeline.

Duties & Responsibilities:

This is a summary of duties and responsibilities and is not intended to be exhaustive.

- Work with the CG/VFX technical team to develop tools in support of the CG/VFX pipeline.
 - Integrate new tools and 3rd party applications into the pipeline core.
 - Produce relevant documentation and tutorials for tools and integrations.
 - Customise existing scripted tools to suit needs of the department.
 - To proactively pass on all appropriate technical knowledge to other department members.
 - To observe the provisions of the Health and Safety at Work Act.
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Essential Knowledge, Skills and Abilities:

- Excellent knowledge of Python and associated ecosystem.
- Extensive skills and experience in graphics related programming.
- Solid understanding of version control workflows.
- Excellent analytical and problem-solving skills.
- Familiarity with CG animation and digital visual FX.
- Self-motivated, positive approach to work.

Desirable Knowledge, Skills and Abilities:

- Computer science degree or equivalent experience desirable.
- Experience with creative software such as Maya, Nuke, Houdini would be beneficial.
- Experience of cloud-based project management systems (Shotgrid/Ftrack).

Responsible to: Digital Production Technology Manager

Specific Functional Contacts: Production Engineering, Physical & Post-Production Services, CG/VFX, Production, IT.
