



## Role Profile

**Job Title** : **Pipeline Developer**  
**Department** : **Production Pipeline – Digital Production Technology**

---

### **Function of the department:**

The Digital Production Technology department is responsible for the provisioning, development, maintenance, and support of specialist digital production technology, infrastructure, workflows, and pipelines on all Productions (including Stop-motion, CGI animation, and VFX) within Aardman Animations across all sites. Digital Production Technology leverages the technical foundation managed by the IT department, all part of the same Technology Organization.

### **Main purpose of the role:**

The Pipeline Developer will develop and maintain pipeline tools for all areas of the 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 CGI pipeline, alongside our Interactive (and Game), Editorial and Physical Production Technology departments.

---

### **Duties & Responsibilities:**

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

- Work with the CGI technical team to develop tools in support of the CGI 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
- 

### **Essential Knowledge, Skills, and Abilities:**

- Experience using Digital Content Creation software – Maya, Houdini, Nuke, Unreal, Blender, Katana etc.
- Familiarity with CG animation
- Excellent knowledge of Python and associated ecosystem
- Extensive skills and experience in graphics related programming
- Previous development experience in a Windows environment
- Solid understanding of version control workflows
- Excellent analytical and problem-solving skills
- Self-motivated, positive approach to work

**Desirable Knowledge, Skills, and Abilities:**

- Computer science degree or equivalent experience desirable
  - Experience of cloud-based project management systems (Shotgrid/Ftrack).
  - Experience using Linux software
  - Knowledge/ experience with shading languages and render scripting
  - Exposure to render farm or data management tools
- 

**Responsible to:** Senior Pipeline Developer, Digital Production Technology Manager

---

**Specific Functional Contacts:** Production Engineering, Physical and Post-Production Systems, CGI, VFX, Production, IT.

---