

## Role Profile

<b>Job Title</b>	:	<b>Production DevOps Engineer</b>
<b>Department</b>	:	<b>Digital Production Technology</b>
<b>Band</b>	:	<b>Production 4</b>

### Main purpose of the role:

The Production DevOps Engineer will work as an integral part of the Digital Production Technology Department and will report to the Senior Support Engineer.

They will work collaboratively with Productions and the development teams throughout the lifecycle of projects, ensuring tools and pipelines are in place to increase efficiency and quality of software development and deployment.

### Duties & Responsibilities:

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

- Contributing to pipeline development for asset production, build and deployment systems, and version control systems
- Tooling development for productions
- Working with the Production Technology team to provision technical infrastructure for production projects.
- Ensure the digital production technical infrastructure is maintained to the high standard required for the smooth-running productions (across all methods and techniques).
- Ensure the digital production technology technical infrastructure and systems meet the demands for usage.
- Monitoring system usage and capacity.
- To be involved in the introduction and testing of new and relevant technology to the department and productions
- To ensure the security and accessibility of all relevant data.
- Development of full documentation for relevant computer systems and maintenance.
- To openly exchange ideas, techniques, and procedures to enhance the creative process throughout Aardman as required.
- Support/Troubleshooting problems, software, and hardware, and to act as a point of escalation for more junior engineers.
- To be involved with Research and Development, testing and evaluation where necessary.
- Line Management of the Interactive Support Engineer.
- To work as an integral team member at all levels of the company and independently as required.
- To observe the provisions of the Health and Safety at Work Act

### Person Specification:

- Essential Knowledge, Skills and Abilities Required:
- 5+ Years' experience with Windows, Mac, and Linux systems to a Systems Administrator level.

- 2+ Years' experience configuring and supporting SAN solutions (fibre channel and iSCSI).
- 2+ Years' experience in technical solutions, design, and implementation.
- Experience with configuration and deployment of cloud-based infrastructure such as AWS or Azure.
- Some understanding of modern game engines, and an interest in building a deep understanding of their pipelines.
- Understanding of network infrastructure.
- Understanding of data and cyber security.
- Problem-solving skills with a good attention to detail.
- Strong communication and collaboration skills.

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

Experience programming with Python and C-style languages (Perl).

- Some knowledge of Unreal and Unity, and ability to support developers and artists with using pipelines.
- Experience with Agile Development
- Experience with automation via scripting (PowerShell, Python).
- Understanding of virtual machines (oVirt/RHEV) and their configuration.
- Good knowledge of version control systems such as Git and Perforce desirable.
- Knowledge of CI systems like Team City or Jenkins.
- Application deployment and support (Jira, Bitbucket, Gitlab, Team City etc.)
- Good understanding of gaming ecosystems (consoles, mobile platforms etc.)
- Knowledge and interest of transmedia platforms (Gaming, Mobile, VR, etc.)

**Responsible for:** Interactive Support Engineer

**Responsible to:** Senior Support Engineer

**Specific Functional Contacts:** Physical Production Technology, Interactive Department, IT Department