

DREAMWORKS

ANIMATION SKG™

DreamWorks Animation SKG is devoted to producing high-quality family entertainment through the use of computer-generated (CG) animation. With world-class creative talent and technological capabilities, our goal is to release two CG animated feature films a year that deliver great stories, breathtaking visual imagery and a sensibility that appeals to both children and adults.

To apply: Please copy/paste
resume into the body of an email with the
job title in the subject line. Then send to
jobs@dreamworks.com

To see all of our current
opportunities visit
www.dreamworksanimation.com

Currently Hiring:

Graphics Software
Engineers

Post Technology
Engineers

Software/R&D Manager

Technical Directors

Pipeline/Production Engineers

(see descriptions on back of flyer)



Graphics Software Engineer:

These technologists will join an existing team of world-class software engineers in the creation of tools employed in the making of several upcoming CG and hybrid CG films. The primary responsibility of these specialists is to create custom solutions, or adapt existing solutions, in software to address digital film-making in the following areas: Rigging Tools, Core Libraries, Rendering, Animation and UI Development. Seeking highly skilled, self-motivated software engineers with proven experience in key areas of digital film technology production.

Post Technology Engineer:

The Post Technology (Editorial Pipeline) Engineer is responsible for the technical interfacing of Editorial with Production throughout the production process. Define and provide support for all DreamWorks editorial pipelines and Post Technology processes. Work in tandem with other Post Technology Engineers and Management setting priorities. Work with Editorial, the Global Pipeline Architect and Supervising Technical Directors to determine structure of technical process for the editorial/deliveries pipeline and integration. Interface with editorial and production users to determine their needs, prioritize against global vision. Proficient in scripting languages like: Perl/Python/Java.

Software/R&D Manager:

The Software Manager is a key leadership position in the DreamWorks Animation Research and Development organization responsible for the direction and guidance of projects teams developing state-of-the art, techniques, algorithms and tools core to DreamWorks CG animated films. The applications encompass technologies in all of the following CG disciplines, including, but not limited to: modeling, character setup & rigging, animation, surfacing, rendering and lighting.

Technical Director:

The Technical Director floats between projects and provides support wherever needed throughout the production pipeline. Will provide support and development of tools and procedures, which extend and enhance the pipeline, assist animators and artists with troubleshooting of shots, support and works with multiple departments, which include: Modeling, Animation, Lighting, FX, and Research and Development, and ensures software development follows studio policies and guidelines. Requires 3+ years experience on the Linux OS, proprietary software environment preferred. Highly motivated by production driven deadlines and extremely organized. Must have strong math skills, C programming, Perl and/or Python and shell scripting. BS/MS in relevant field of study preferred.

Pipeline Engineer:

The Production Engineering group is responsible for designing, implementing, and maintaining the "glue" software that ties together the various software and data used by each individual production department to form a global production process (the "pipeline") for creating computer-animated feature films. Being in the Production Engineering group involves knowledge of the entire computer animation process plus an understanding of how that process can be put together as an assembly-line and streamlined to run as efficiently as possible. We are seeking a highly self-motivated person who ideally has both software development experience and also computer animation production experience in creating tools to facilitate the production process.

