benuts

benuts is a Belgian studio aiming to support its artists in the development of their capabilities in a creative and human environment. We strive every day in order to live our values of: Expertise, Ambition, Cooperation and Humility. Over the years, we built of team of 70 passionate artists, involved on several European projects of Motion pictures as well as series, on a local and European scale. In order to sustain these projects and our expansion, we are currently looking for a:

Lead Pipeline Developer

As a Lead Pipeline Developer at our VFX studio, you will play a key role in designing, implementing, and maintaining the software infrastructure that drives our visual effects pipeline. Your expertise in Python programming and understanding of VFX workflows will contribute to the development of efficient and innovative tools that enhance the overall production process.

Responsibilities:
Pipeline Development:
- Design, develop, and maintain Python-based tools that streamline the VFX production pipeline.
- Collaborate with artists, supervisors, and other developers to identify workflow bottlenecks and implement solutions.
- Coordinate development efforts across departments.

Integration with VFX Software:
- Integrate Python tools seamlessly with industry-standard VFX software, including Nuke, ShotGrid, and other relevant applications.
- Ensure compatibility and efficiency in data transfer and communication between different stages of the production pipeline.

Automation and Efficiency:
- Identify opportunities for automation in repetitive tasks and implement solutions to improve overall efficiency.
- Optimise existing tools and develop new ones to enhance the speed and quality of the production process.

Collaboration with IT team:
- Work closely with IT specialists to ensure that pipeline systems remain aligned with the studio's overall IT infrastructure.

Code Maintenance and Documentation:
- Maintain clean and well-documented code repositories.
- Collaborate with other developers to ensure code consistency and facilitate knowledge sharing within the team.

Problem Solving and Support:
- Provide technical support to artists and production staff.
- Debug and troubleshoot issues to ensure the smooth operation of custom tools throughout the production pipeline.

Stay Current with Industry Trends:
- Stay informed about the latest developments in VFX technologies.
- Proactively explore and propose new tools or improvements to existing ones based on emerging industry trends.

Requirements:
- Proficient in Python programming and the QT framework with experience in developing tools for VFX or related industries.
- Experience with VFX software such as Nuke, ShotGrid, and other industry-standard applications.
- Understanding of VFX workflows and production pipelines.
- Experience with Git and collaborative coding practices.
- Strong problem-solving skills, excellent communication and teamwork skills.
- Fluency in English, French and/or Dutch is a strong asset.

The Lead Pipeline Developer is essential to our studio's technological advancement, contributing to the creation of cutting-edge visual effects through the development and maintenance of innovative tools and scripts.
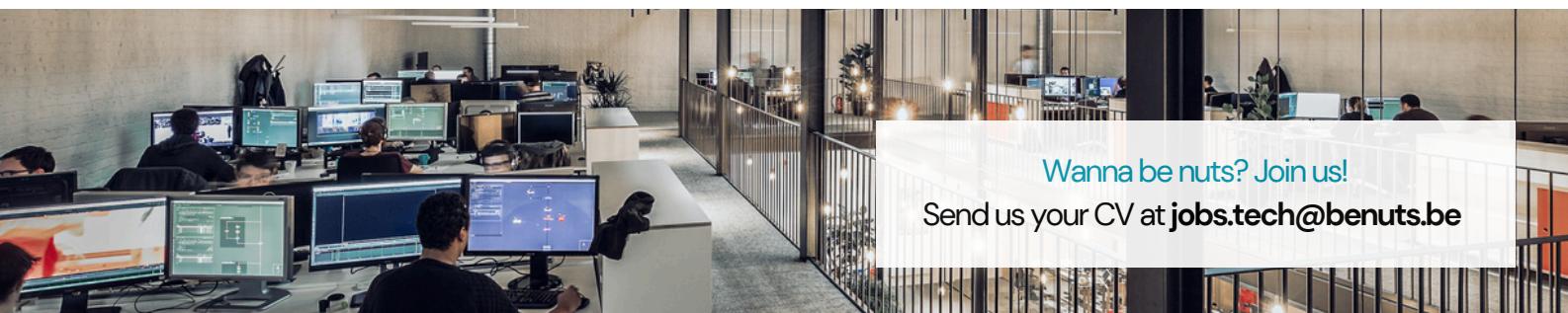
Wanna be nuts? Join us!
Send us your CV at **jobs.tech@benuts.be**