

Import Pipeline Programmer - Unity Technologies

A position as developer of the Unity Asset Input Pipeline is now open.

In this position you will be responsible for all the software and workflows that makes the Unity Editor work seamlessly with external tools like Maya, 3ds Max and Photoshop.

Duties & Responsibilities:

- Developing and maintaining the Unity Asset import pipeline
- Maintain the asset import regression-testing framework
- Handle communications with Autodesk

Examples of tasks:

- Keeping the Autodesk FBX library versions up-to-date and handling any regressions that become necessary as a result
- Adding native file format importers
- Building a dedicated COLLADA import pipeline
- Communicate with our Technical Artists and the Unity users to stay up-to-date on necessary enhancements to the pipeline
- Work on compression algorithms for data loaded by the web player, like key framed animation data.

Skills & Experience:

- Strong design and development skills (C/C++)
- Strong interest in software testing and test automation
- Extensive knowledge of vector and matrix algebra
- Several years experience working with Content Creation Tools like Maya, Max, LightWave on a technical level
- Excellent communication skills

About the Engine: Unity is a flexible 3D development application that combines usability and raw engineering power. As a company, we are focused on evolving this technology, constantly driving it forwards and upwards. We aggressively reinvest in development to keep Unity moving and growing at a radical pace, expanding usability, power, and platform reach.

About the Company: Unity Technologies offers a highly technical and product driven work environment, where exceptional people from all over the world are entrusted to find smart solutions for difficult problems. We embrace the concept of meritocracy, which means you can expect competitive salary (including stock options) appropriate to qualifications, hard work and brilliance. This is a rare opportunity to become part of a sparkling team of individuals, who each bring passion and excellence to their work.

For further questions, please contact Steffen Toksvig at steffen@unity3d.com. If you see yourself in a position to join our ranks, please send your CV to: Alexandra Mariner at jobs@unity3d.com.