

SOFTWARE PLUGIN DEVELOPER

Are you passionate about computer graphics and productivity software?

If so, we have the right position for you.

We are an exciting startup on a mission to reduce rendering time and costs for our customers! Animation/Commercial visual effects (VFX), Architectural visualization, Virtual reality/Gaming, Scientific visualization, Product design and Cloud Rendering firms of all sizes face a common challenge – Rendering Time. Innobright Technologies' (www.innobright.com) Altus denoiser (noise removal) software is a disruptive solution that fits into any work flow, works on any rendering system/hardware, and accelerates rendering throughput, resulting in a higher quality project outcome while saving time (2X to 12X faster) and money (30%-50% of rendering costs).

Responsibilities:

We are looking for a software plug-in designer/developer who is familiar with general concepts of ray tracing or path tracing used in rendering systems and can develop plugins for Autodesk (Maya, Max, Revit), Cinema4D or Nuke. The plugin developer needs to take initiative to join Autodesk developer network and actively participate in interactive plugin development with Autodesk support. The plugin developer will also maintain and support revisions to the plugin software. He/she needs to address any Altus product incoming technical support requests at support.innobright.com on a regular basis.

Qualifications:

Candidates with a BS in creative media design, fine arts and animation with some software development background or a BS in computer science or Computer Engineering with a passion for computer graphics & visual effects applications (IFDM program) are preferred. Familiarity with Autodesk products such as Maya or Max or Revit is required. Knowledge of Python, C/C++ is a strong plus.

If interested, please send your resume/CV to careers@innobright.com