Job Title: **Image Mastering Engineer**

Job ID: 10400

Location: Emeryville, CA

Regular/Temporary: Regular

About Pixar

Pixar Animation Studios, a wholly-owned subsidiary of The Walt Disney Company, is an Academy Award®-winning film studio with world-renowned technical, creative and production capabilities in the art of computer animation. Creator of some of the most successful and beloved animated films of all time, including Toy Story, Finding Nemo, The Incredibles, Cars, Ratatouille, WALL-E and most recently, Up. The Northern California studio has won 21 Academy Awards® and its ten films have grossed more than $5 billion at the worldwide box office to date. The next film release from Disney/Pixar is Toy Story 3 (June 18, 2010).

Summary of Position

Image Mastering is responsible for the color mastering of Pixar projects - including features, shorts, promotional pieces, and DVD materials, and creation of the image-based distribution masters for domestic and international release. The color mastering begins on an in-house digital color grading system and continues through the delivery formats, which include film, digital cinema, and video (standard and high definition). We are also responsible for the color science required to ensure that all formats achieve the desired creative vision, and we devise software solutions for the calibration of color-critical desktop displays, laser film cameras and printers throughout the studio.

The role of the Image Mastering Engineer is to design, implement, and support software for use in the Image Mastering production pipeline and to provide daily technical support to the department. The Engineer also provides technical support for color-managed pipelines around the studio.

Responsibilities

- Design, implement, and support software for use in production image mastering.
- Play a role in the evaluation, integration, and support of color calibrated printing and copying systems, desktop displays, and display calibration methods, for the studio.
- Provide technical support for color managed pipelines and color-critical software applications across the studio.
- Troubleshoot software problems with production filmout and provide software support for Camera Operators.
- Interface with external vendors of color-critical software and hardware.
- Provide technical support for daily operations in Image Mastering.
- Provide support for network, storage and system infrastructure within Image Mastering.

Qualifications

- Bachelor's degree in Computer Science or equivalent.
- Programming experience with C/C++ and familiarity with Linux, Windows, and Apple OSX.
- Strong Linux shell scripting is required.
- Programming experience with Python, SQL, Java, TCL and various shell scripting languages is a plus.
- Strong problem solving skills with high attention to detail and quality control.
- Excellent written and verbal communication skills.
- Strong organizational skills with the ability to prioritize and multi-task.
- Ability to work well independently or with a team, within a fast paced, dynamic, deadline-driven environment.

Desirable Skills:

- Extensive knowledge of computer graphics, image processing, and numerical techniques is a plus.
- Experience with color science and color management techniques is a plus.
- Experience with development and manipulation of relational databases is a plus.
- Experience working with client-server and other multi-tiered system environments is a plus.
- Experience with enterprise storage and file systems is a plus.
- Experience in the animated film industry is a plus.

http://applicant.pixar.com:8080/psp/hrprod_careers/EMPLOYEE/HRMS/c/HRS_HRAM.HRS_CE.GBL?Page=HRS_CE_HM_PRE&Action=A&SiteID=2