

Software Engineer - Mountain View

The area: Software Engineering

Google's software engineers develop the next-generation technologies for which we've become world-renowned. In addition to revolutionizing search technology, we use our world-class programming skills to innovate in a number of other areas as well. Our projects include working on advanced information-retrieval algorithms, massive scalability and storage solutions, and large-scale applications that enrich the user experience. We also work extensively on networking systems, advertising systems and complex transaction systems in consumer applications.

The role: Software Engineer

Software Engineers have a passion for solving complex and interesting problems. Google is much more than search, and our mission has much greater scope. To handle information at the scale of the web requires ideas from just about every area of computer science, including information retrieval, artificial intelligence, natural language processing, distributed computing, large-scale system design, networking, security, data compression, user interface design, etc.

Engineers work on many projects that carry varying responsibilities. Below are some examples of the diverse projects with which you might be involved.

Responsibilities:

- Write server-side code for web-based applications, create robust high-volume production applications, and develop prototypes quickly. You should also have a strong understanding of, and practical experience with, Java web application development.
- Build our platforms, systems and networking infrastructure using your strong background in distributed systems, OS/kernel, network system design, and large scale storage systems.
- Build internal systems used by thousands of Googlers around the world with your domain expertise in HR, Staffing, Legal, and all other corporate functions.
- Specialist domains: UI development with AJAX and similar technologies, client application development for Windows/Mac (Chrome, Toolbar, etc.), embedded systems and mobile apps (Android), developer tools (IDEs, large-scale build systems, compilers), internationalization.

Requirements:

- BS, MS, or PhD in Computer Science or related technical discipline (or equivalent).
- A solid foundation in computer science, with strong competencies in data structures, algorithms, and software design.
- Extensive programming experience in C/C++ and/or Java (strong OO skills preferred).
- Several years of large systems software design and development experience, with extensive knowledge of Unix/Linux.
- Coding skills in Python or Javascript/AJAX, database design and SQL, and/or knowledge of TCP/IP and network programming are a plus.

Creative lab

The Google Creative Lab is a small team that strives to re-think marketing across every kind of media with Google as its sole client. Our job is to manage the Google brand, find new ways to communicate the

company's innovations, intentions and ideals, and producing work that makes our employees, customers, and users proud of the Google brand.

Digital Creative Director description: We are looking for a Digital Creative Director to push the boundaries of digital communication and help steward and extend the Google brand in this new frontier. This creative leader will be an innovative, rules-breaking, progressive thinker who can apply the same level of creative originality and business impact to Google's marketing activity that the company has applied to online search and advertising. Like any good, small agency, this will all be about the relationship between great producers, creatives, engineers, planners and business thinkers. Requirements listed below:

- BA or MFA degree in Design or related discipline.
- 12 year's agency/in-house experience leading digital creative for iconic global brands
- Ability to work in a rapid paced environment on multiple projects in a scrappy, start-up atmosphere.
- Proven expertise at highly creative, global, interactive, innovative online marketing techniques.
- Ability to communicate and sell ideas in client like setting and apply strategic thinking to our most innovative challenges.
- Knowledge of Flash, ActionScript, HTML, CSS, 3D, motion graphics and computer programming.
- Advanced skill in InDesign, Illustrator, Photoshop.

Creative lead writer description: As with any good, small agency, your main focus will be about the relationship between great producers, creatives, planners and business thinkers. Our Copywriters are progressive, tech-savvy and big thinking contributors who help steward and extend the Google brand. In this role, you're expected to conceive and execute breakthrough ideas that will have as much impact in the history of marketing as Google's products have in online search. You are a writer who has a healthy skepticism with traditional marketing mores and can communicate technology in a way everyone can understand. Requirements listed below:

- B.A. preferred (M.A. is a plus), ideally in English or Journalism.
- Portfolio of original and breakthrough work, along with proven experience writing in the technology category and ability to make sophisticated technology accessible and understandable to a wide audience
- At least 5 years of experience at world class creative agencies
- Proven teamwork skills, flexibility and a healthy disrespect for the impossible
- Highly organized and ability to balance multiple simultaneous projects
- A strong interest in Google products and the Google brand
- Self-driven, fearless interest and curiosity in gadgets, new tech, and inventions.

Android Interaction Designer - Mountain View

This position is based in Mountain View, CA.

The area: User Experience

We follow a simple but vital premise in the User Experience group: "Focus on the user and all else will follow." We're passionately interested in our users and strive to learn everything we can about their behaviors, attitudes and emotions to help define the products and experiences we create. The User Experience team is a critical driving force behind gathering these insights and then using them to inspire and inform design. We are a multi-disciplinary team of interaction designers, visual designers, user

researchers, copywriters and Web developers who collaborate closely with each other and with engineering and product management to create innovative, usable, great-looking products that people love to use.

The role: Android Interaction Designer

As a Interaction Designer, you will work closely with engineers and product managers throughout all stages of the product cycle. Designers are critical thinkers with a good design sense, a strong technical background, and an eye for making things better. Designers' work can have an impact on the mobile experience of millions of Android users.

Please send URLs for an online portfolio in addition to resume and cover letter. Submissions without a portfolio included will not be considered.

Responsibilities:

- Help to define the user model and user interface for new and existing Android platform and applications.
- Translate user feedback and business requirements into onscreen hand-held device and web user interfaces.
- Develop high level and detailed storyboards, mockups, and prototypes to effectively communicate interaction and design ideas.
- Gauge the usability of new and existing products, and make constructive suggestions for change.

Requirements:

- Solid academic background in human-computer interaction or related field (BS or MS in Computer Science or related field a big plus.
- At least 3 years of experience designing usable software interfaces. Mobile software experience a plus, Android experience an even bigger plus.
- Excellent knowledge of appropriate layout and interaction/animation prototyping software tools (such as JavaScript, Flash, etc.)
- Excellent communication and teamwork skills.

Android Visual Designer - Mountain View

This position is based in Mountain View, CA.

The area: User Experience

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The role: Android Visual Designer

As a Visual Designer, you will work closely with engineers and product managers throughout all stages of the product cycle. If you're a critical thinker with the ability to express concepts verbally and visually and refine them through to final production artwork, if you also have a strong background doing design for

software, especially mobile, products, and if you're looking for a job where your work can have an impact on the mobile experience of millions of Android users, then this is the role for you.

Please send URLs for an online portfolio in addition to resume and cover letter. Submissions without a portfolio included will not be considered.

Responsibilities:

- Translate user feedback and business requirements into onscreen hand-held device and web user interfaces.
- Deliver preliminary mockups, pie-in-the sky mockups, final mockups, the whole gamut.
- Ensure the coherent visual presentation of several Android touch-points on device and web.
- Contribute to the continuing development of the Android visual style.
- Develop new approaches to complex design problems and convey ideas in tangible and aesthetically refined form.

Requirements:

- BA, BFA or higher preferred in formal visual design education, solid knowledge of Adobe Fireworks, Photoshop, Illustrator, at least working knowledge of Adobe Flash, After Effects a plus; CSS and HTML knowledge also a plus.
- At least 3 years of professional software development experience shipping commercial software and understanding the constraints of the mobile software development environment.
- A passion for doing great work and a passion for wanting to delight the Android community.
- Solid understanding of hand-held device / web graphics techniques and production practices.
- Solid understanding of user-centered design principles.
- Strong creative and visual skills; ability to explain your thinking; strong interpersonal skills; an ability to work independently and with a group.
- Supreme attention to detail; a demonstrated mastery of typography, color, and page layout.

Interaction Designer - Mountain View

This position is based in Mountain View, CA.

The area: User Experience

We follow a simple but vital premise in the User Experience group: "Focus on the user and all else will follow." We're passionately interested in our users and strive to learn everything we can about their behaviors, attitudes and emotions to help define the products and experiences we create. The User Experience team is a critical driving force behind gathering these insights and then using them to inspire and inform design. We are a multi-disciplinary team of interaction designers, visual designers, user researchers, copywriters and Web developers who collaborate closely with each other and with engineering and product management to create innovative, usable, great-looking products that people love to use.

The role: Interaction Designer

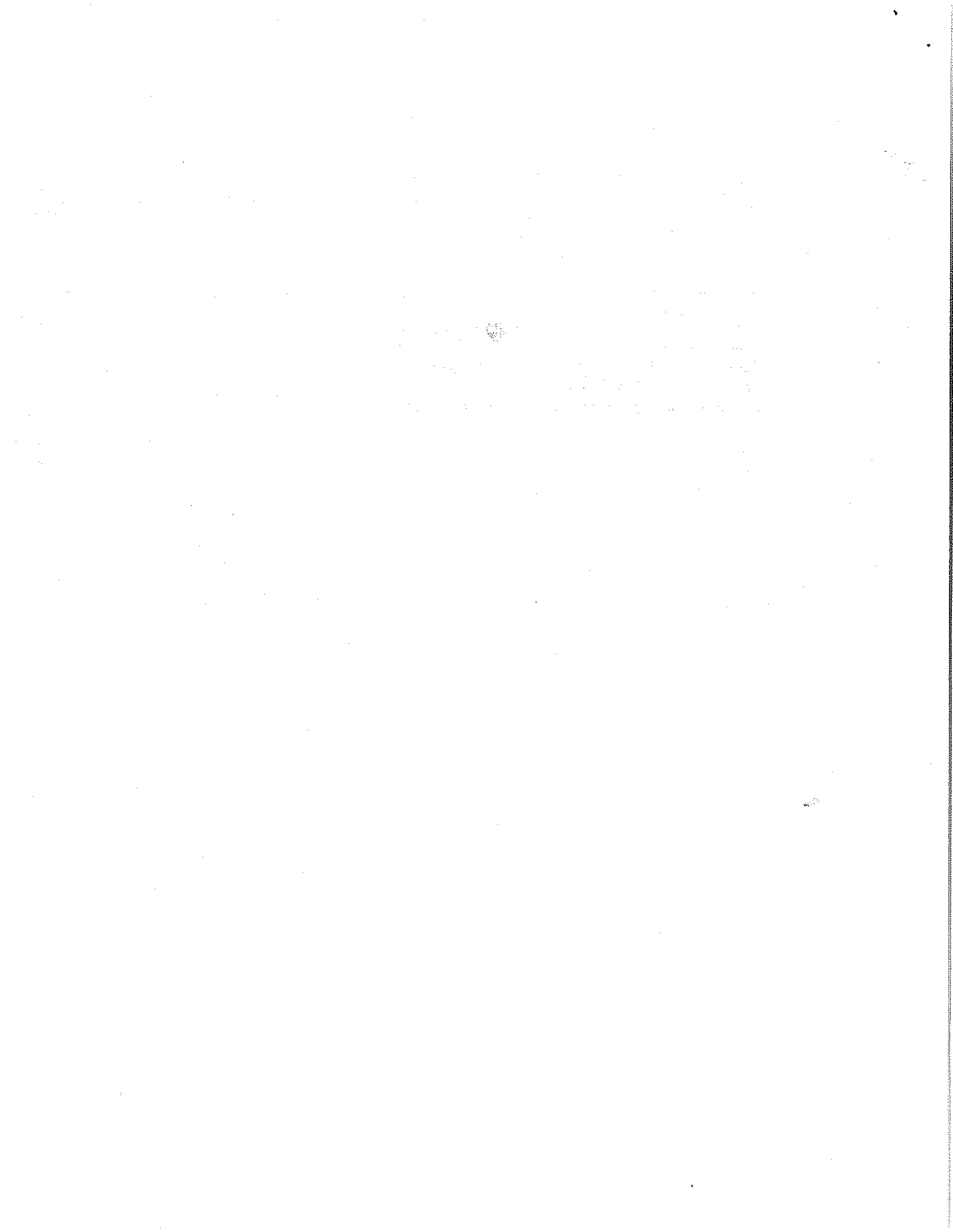
As a Interaction Designer, you will work closely with engineers and product managers throughout all stages of the product cycle. If you're a critical thinker with a good design sense, a strong technical background, and an eye for making things better, and if you're looking for a job where your work can have an impact on the web experience of millions of Google users, then this is the role for you.

Responsibilities:

- Helping to define the user model and user interface for new and existing Google products and features.
- Developing high level and/or detailed storyboards, mockups and prototypes to effectively communicate interaction and design ideas.
- Gauging the usability of new and existing products, and making constructive suggestions for change.

Requirements:

- Solid academic background in human-computer interaction or related field (BS or MS in Computer Science or related field a big plus.)
- Demonstrated experience in designing usable web-based interfaces.
- Expert HTML skills.
- Excellent knowledge of JavaScript for rapid prototyping purposes.
- Strong, clean visual design sense.
- Excellent leadership, communication and teamwork skills.





ILM

Animator - Creates animation for 3D CG characters, creatures and objects for live-action integrated feature films; utilizes animation principles to create desired performances using high-end animation software. Requirements: expert knowledge of animation principles, acting, film production and compositional design; at least 3 yrs experience in 3D CG; proficiency with Linux and shell scripting; and expertise with Maya, proprietary, and/or other high-end animation software.

Effects Technical Director - Designs and creates FX animation, procedural simulation, dynamic simulation, particle and fluid systems. Advanced simulation experience with either Houdini, Maya, XSI, 3DS Max or other software, and the ability to write expressions are required. Linux and scripting ability in Python preferred, and experience in MEL highly desired; C++ skills also applicable. 3-5+ years feature film experience with effects simulation work preferred. Degree in CS, engineering or CG.

Flame/Inferno Operators - Composites feature effects shots utilizing Inferno software as well as ILM proprietary software. 3+ years of flame/Inferno compositing experience. Working knowledge of Linux and shell scripting. Strong photography skills with a knowledge of photo lighting and film.

Inferno/Compositor Software Engineer - Responsible for maintaining Inferno (Flame/Sabre) and Compositing department software and scripts. Provides tech support for Inferno artists and compositors with under the guidance of the department leads. Works with IS, IT, R&D to maintain consistency and integrate tools with the other CG departments. Works with the artists to develop new tools and techniques to improve creativity and efficiency within the departments.

Creature Assistant Technical Director - Responsible for organizing and processing assets into the pipeline; able to sculpt corrective shapes, envelope straightforward creatures and run cloth, hair and flesh simulations with a good degree of proficiency under the close direction and guidance of supervisors. Degrees in CS, computer visualization, or computer animation required. Proficiency with Linux desired. Experience with Maya and/or other high-end animation software. Experience with C++, mel, python, or other scripting languages desired.

Computer Graphic Technical Assistant - In this entry-level position, TA's provide file back-up and retrieval support to the CG department as well as assistance monitoring shot renders for productions. CS degree or equivalent required. Strong programming skills in C, C++, and python required.

Matchmove/Layout Artists - Collaborates with artists, supervisors and directors to pre-visualize sequences and concept art for animated features and live-action films. Requirements: skills in modeling, animation camera composition, and cinematography; bachelor's degree in related field; minimum 3 yrs film or television experience; proficiency in UNIX; expertise in After Effects, Maya, XSI, Lightwave and Photoshop. Desired: experience with FormZ, Final Cut Pro, Illustrator, CAD, Quicktime, Digital Video, MEL scripting, character animation and strong illustrative art skills. Demo reel and/or portfolio required.

ILM & LUCASFILM ANIMATION

Creature Technical Director - Responsible for setting up and running flesh-surface, hair, cloth, rigid body simulations as well as rigging, enveloping and creature pipeline issues. 3+ years work experience required in 3D CGI for digital animation, VFX or producing CG characters and creatures for visual media. Linux proficiency required. Expertise in Maya and/or other high-end animation software required. Experience with C++, mel, python, other scripting languages desired. [ILM & Singapore]

Digital Compositor - Composites feature FX shots using Shake/Nuke and proprietary software. 3+ years digital compositing experience in a production environment; proficiency with UNIX and shell scripting; strong fine art skills, such as photography and photographic lighting. [ILM & Singapore]

Digital Matte Artist - Has the ability to create environments and landscapes exhibiting a strong foundation in photo-realistic traditional and digital art skills with an emphasis on landscapes. Performs tasks related to integrating added imagery into shots, preserving a unified sense of lighting, perspective, and color. Responsible for creating original 2D and 3D content that may comprise part or all of an environment. Proficiency in Adobe Photoshop required. Knowledge of still photography, 3D and compositing applications (such as Adobe After Effects, FormZ, Maya, and 3DS Max) are essential. [ILM & Singapore]

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LUCASFILM ANIMATION

3D Story Artist - Collaborates with artists, supervisors and directors to pre-visualize sequences for animated features and episodic television. Skills in modeling, animation camera composition, cinematography and proficiency in Maya required. Character animation and strong illustrative art skills desired. 2+ years film or television experience.

Concept Designer – Works with the Supervising Director and Episodic Directors to develop expressive and entertaining concept designs to be used in an all-CG Episodic TV Series. Generates orthographics for backgrounds and character reference for Asset department. Creates color lighting keys and designs for characters, vehicles, environments and props. Knowledge of cinematic techniques, language and shot composition a plus. Proficiency in Photoshop and strong character/environments concept drawing skills a must. BA in illustration or 2 years relevant experience required.

Rigger – Design and implement character rigging systems and animation interfaces used in Animation of 3D characters and props for an all CG Episodic TV Series. Degree in CS, Computer Visualization, or Computer Animation required. 3+ years experience required in 3D CG for Digital Animation, VFX or games. Expertise in cloth simulation rigs a plus. Expertise with Maya and/or other high-end animation software required. Experience with MEL, csh, python, TCL, Perl.

Lead Technical Director – Digital Artist Group SINGAPORE - Under the direction of the Digital Artist Supervisor, collaborates with the VFX Supervisor and the Digital Artist Supervisor to maintain rigorous standards and support the creative vision of the Director. 5+ years experience, strong working knowledge of Linux, Python, shell scripting required.

Senior Digital Artist – Modeling SINGAPORE - Primary responsibility is to model, UV, create and apply textures to characters, sets, vehicles and props, according to the designs, visual style and surface qualities of the animated 3D CG TV Series. 5+ years experience required in 3D CG for digital animation, or visual effects film. A strong understanding and knowledge of characters, environments, sets, etc. required.

LUCASARTS

Senior Core Engineer - Senior engineer responsible for the core engine of a next generation game. Must have strong PS3 and Xbox 360 experience. CS degree and 2 – 3 shipped Gen3 titles required.

Senior Graphics Engineer - Partner with our team to advance graphics technology. Improve baked lighting, dynamic shadows, character animation & render tech, for PS3 and Xbox games. 5+ years of C/C++, 3D math and object oriented design experience required. CS degree and 2 – 3 shipped Gen3 titles required.

Senior Level Designer - The Senior Level Designer collaborates with the Lead Designer, design team and other team members to conceptualize, document and implement detailed game design throughout the project cycle.

Senior Character Technical Director - Determines character pipeline and direction for one or more projects. Contributes substantially to the evolution of character design, modeling, and animation pipelines. Qualifications: BS degree in CS, Engineering, Graphic Art or a related field. 5+ years experience creating/rigging characters on a minimum of 3 game or feature film titles. Outstanding leadership abilities, and strong skills in scripting (C, C++, Java, MEL or proprietary tools).

Senior Art Technical Director - Work in conjunction with the Art Leads and programming teams in developing tools/scripts/plugins to streamline art pipelines and workflow. Solve technical production issues. Areas of expertise include: Character and Environment Modeling, Lighting, and FX. Qualifications: Degree in CS, Engineering, Graphic Art or a related field. 5+ years experience with an expertise in of one or more major 3D animation packages, Maya preferred. Outstanding leadership abilities, and strong skills in scripting (C, C++, Java, MEL or proprietary authoring tools).

Concept Artist - Produce inspiring artwork under the direction of the Art Director, which defines the design and aesthetic vision for various project elements, including: concept drawings, color scripts, character designs, backgrounds, storyboards and texture art. Qualifications: Ability to create fully conceptualized characters and worlds; outstanding drawing and fine art skills, including: figure drawing; illustration; painting; and sculpting. 2+ years experience.

All Senior Game Artists [Environment Art, Character Art, Concept, Animation, FX] - Work in partnership with the Art Director to aid in setting the aesthetic bar for the project and company. Act as a mentor and example to less experienced artists, providing them with support, guidance and instruction in areas that provide artistic and professional development. Qualifications: outstanding artistic / technical ability within area of artistic specialty and a wide breadth of stylistic versatility. 4+ years experience with an expertise in of one or more major 3D animation packages, Maya preferred and 2-3 shipped Gen3 titles.

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University Relations

One Passion. One Culture. Endless Opportunity.

At NVIDIA, our employees are passionate about parallel and visual computing innovation. We're united in our quest to transform the way computing power is used for work and play. Our technology impacts the visual experience in video game development, film production, space exploration, automotive design, and beyond. We've only scratched the surface of what we can accomplish when we apply our technology to it. And we need passionate, hard-working and creative people to help us tackle some of these unique opportunities.

The Opportunities

Internships and Beyond - NVIDIA's coveted undergraduate, graduate, and MBA internship opportunities include projects that have real impact on the company and its products/services. Every year we select the top performers to join the NVIDIA team through summer, fall, winter, and spring. If you are interested in joining NVIDIA for a Fulltime New College Grad, Intern, or Co-op position visit our job descriptions online or stop by an NVIDIA booth during one of our campus visits and talk directly with a hiring manager. **We love what we do because we do what we love. Join us.**

SYSTEM SOFTWARE ENGINEER - NCG & Internships

NVIDIA is hiring engineers to work in our system software engineering groups. The best candidates will have strong C programming skills, a thorough understanding of operating systems and kernel programming, a good understanding of hardware architecture, and excellent communication and planning skills. You will work closely with both hardware engineers and other software engineers to design, develop, and debug many functional aspects of our multimedia accelerator devices. You will also be heavily involved with the early modeling and simulation required to produce our world-class accelerators, and will follow the devices all the way through the development process to the customer desktops, notebooks, workstations, and gaming console products that are used throughout the world.

Requirements:

Minimum GPA: 3.5 or CGPA: 80

- Pursuing BS or higher degree in Computer or Electrical Engineering, Computer Science, or related degree
- Excellent C programming skills
- Familiarity with computer system architectures and the hardware/software interface layer models
- Interest in low-level operating system knowledge, specifically memory/resource management, scheduling and process control, and hardware virtualization
- Experience with complex system-level debugging is invaluable

COMPILER SOFTWARE ENGINEER - NCG & Internships

NVIDIA is looking to hire smart engineers to work in our compiler team. The compiler team develops several exciting products that are used for improving the performance of 3D games, including building Cg and OpenGL Shading language compilers used for realistic movie-like effects, and running high performance applications through NVIDIA GPGPU products. Users of these products include game developers, enthusiastic gamers, Hollywood production studios, educational institutes and high performance computing users. Successful candidates will be enthusiastic and interested in solving exciting complex problems, and ideally would have some course work and/or implementation projects in compiler design and theory. Candidates will work on several aspects of compiler optimizations and code generation.

Requirements:

Minimum GPA: 3.5 or CGPA: 80

- Pursuing BS or higher degree in Computer Science, or related degree (MS/PhD strongly preferred)
- Strong C/C++ programming skills
- Some background in compilers either through coursework or projects
- Good software engineering skills. Experience in working on large software projects is highly preferred.

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