



## Apply here

### Start date

May/June 2023

### Duration

6 months

### Languages

Good spoken and written English levels are required (B2 onwards)

### Location

#### York, North Yorkshire

York is an historic city famous for its stunning architecture, its well-preserved medieval walls, gates, and buildings. Its narrow, winding streets are filled with shops, cafes, and eateries to suit all tastes and budgets. It has a vibrant cultural scene as well as a lively music and nightlife scene and is surrounded by beautiful countryside. With good transport links to other parts of the UK, including London, what a fantastic place to be!

### Are you eligible?

You are eligible for an ESPA internship if you are a registered student or have graduated within the past two years and have access to some form of grant funding

### Benefits

See website for details of all ESPA benefits. For all internships over 6 months, additional benefits will be paid. Details available at interview.

## Role

This is a great opportunity for a creative, enthusiastic software engineer to gain valuable practical skills with this leader in the field of visual effects for the film and TV industry. Mentored throughout, you will use your skills to develop, maintain and improve the VFX production pipeline, tools and workflows for the company's film or TV projects. Using cutting edge technology, your work will adhere to production standards and guidelines for code quality, security, and output and increase the efficiency of the VFX team. This challenging and rewarding experience will provide an exceptional foundation for your future aspirations.

## Tasks

- Develop custom scripts and tools that optimise the production pipeline, automate repetitive tasks
- Collaborate with each discipline to identify areas where the pipeline can be improved and optimised.
- Create and manage project databases, asset management systems, and version control systems to ensure that all files are properly tracked, organised, and backed up.
- Troubleshoot and problem-solve any technical issues related to the pipeline and tools.
- Keep up to date with new techniques and technologies related to pipeline development and share knowledge with the team.
- Write technical documentation and provide training to users on the pipeline, tools, and workflows.
- Participate in regular reviews and presentations of work

## Desired Skills

- Working towards a degree in Software Engineering/Data Science
- Experience using collaborative workflow tools e.g miro
- Python
- C++
- An understanding of image processing classes using Python 3

## The Host Company

The host company is one of the leading Visual Effects companies in the North of England. The small and friendly team has over 20 feature film credits as the sole VFX vendor. They do everything from invisible effects to fully CG sequences. Since working on HBO's House of The Dragon, this host is looking to grow and work on the exciting projects they have coming up. This host believes in everyone getting an equal opportunity to shine, here you will learn and progress quickly. Collaboration is at the heart of their philosophy, taking a holistic problem solving approach to all of their VFX which is what sets them apart from the rest, in their field.