

# EDI Effetti Digitali Italiani

<b>AREE DISCIPLINARI DI INTERESSE PER L'AZIENDA</b>	<input checked="" type="checkbox"/> <b>Informatica Magistrale (Università degli Studi di Milano)</b> <input checked="" type="checkbox"/> <b>Ingegneria Informatica Magistrale (Politecnico di Milano)</b>
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## L'AZIENDA

EDI, presente nel mercato dal 2001, è la società leader in Italia nel settore degli effetti visivi. Tra i propri servizi offre infatti l'intero spettro delle lavorazioni di post-produzione video e audio necessarie per la realizzazione di film pubblicitari, cinematografici, istituzionali, didattici, promozionali, oltre a soluzioni tecniche, creative ed artistiche di pre-produzione e l'intera organizzazione e realizzazione delle riprese.

Nata da soci formati sul campo e fondata sulla competenza e sull'esperienza dei propri collaboratori, EDI è in grado di dare risposte veloci ed attendibili alle richieste del cliente, grazie a una struttura snella e flessibile. Durante il suo sviluppo ventennale ha collaborato con i più importanti registi nazionali e internazionali, accrescendo costantemente le proprie competenze e la propria offerta.

Oggi EDI sta sviluppando film e serie TV con l'obiettivo di diventare la realtà produttiva di riferimento per autori che sappiano gestire un immaginario contemporaneo, attraverso l'utilizzo consapevole dei più moderni strumenti messi a disposizione dal mondo del cinema. La costante ricerca di nuove soluzioni tecnologiche è infatti parte del DNA di EDI, che ha da tempo sviluppato competenze nell'ambito della Virtual Production, con significativi investimenti in tecnologia e formazione di personale specializzato.

## OPPORTUNITÀ

### **Tipologia di posizioni offerte:**

- ↳ Stage extracurricolare (laureandi) con rimborso spese di 500€/mese
- ↳ Stage curricolare (studenti) con rimborso spese di 500€/mese
- ↳ Lavoro (tempo determinato, indeterminato, apprendistato, collaborazione a P. Iva)

**Numero di posizioni:** 4

### **Posizioni ricercate dall'azienda:**

## **JR SOFTWARE ENGINEERING**

EDI is looking for **Junior Software Engineer** for commercials and features film.

### **Job responsibilities:**

As Software engineer you will work side by side with Pipeline TDs to create new systems and maintain the facility framework

It is essential to be a good communicator, have good skills in team working and problem solving

You will be required to develop new softwares, tools and scripts and maintain the pipeline framework

### **Required skills:**

- Develop new softwares, tools and scripts
- Maintain the pipeline framework
- Degree in Computer Science, Computer Engineering or equivalent
- Good Python skills
- Basic Linux skills
- Experience in application development
- Experience with git
- Good databases knowledge

**Nice to have:**

- C++
- Understanding of VFX workflow

**JR PIPELINE TD**

EDI is looking for **Junior Pipeline Technical Director** for our creative team.

The Pipeline TD is responsible that the tools and the production workflow are always up and running, maintained and updated according to the show's requirements.

It is essential to be a good communicator, have good skills in team working and problem solving.

**Job responsibilities:**

You will be required to:

- Give daily assistance to artists
- Develop new tools and scripts
- Maintain the pipeline framework

**Required skills:**

- Good Python skills
- Basic Linux skills
- Understanding of VFX
- Experience with at least one DCC (Maya, Houdini, Blender or Nuke)
- Experience in application development
- Git skills
- Web programming skills.

**JR UNREAL TD**

EDI is looking for **Unreal Technical Director** for our creative team.

**Job responsibilities:**

- Contribute to building great VP experiences in Unreal
- Support the CG team with exporting assets, environments and animations from Maya/Houdini to Unreal
- Tools development
- Provide technical advices and support for artists
- Create shaders and materials graphs
- Support the Lighting and Layout/Env Department with the technical implementation in Unreal.

**Required skills:**

- Excellent knowledge of Unreal
- Experience working with Maya or Houdini
- Python and C++
- Experience producing pipeline tools for Unreal
- Able to think creatively and resolve technical challenges and limitations
- Excellent communication skills
- Artistically as well as technically inclined
- Strong time management & organization skills.

## **JR IT MANAGER**

EDI is looking for **IT Manager** to join our creative team. The IT Manager ensures the efficiency of the management of IT infrastructures in line with the company's core business, ensuring maximum performance. They contribute to the IT strategy, working with the CTO.

### **Responsibilities and Duties:**

Contributes to the planning and coordination of the company's technological development under the guidance of the CTO;

Addresses and resolves technical and operational issues in all areas of the company:

- Network data control (NFS);
- Firewall rules management;
- Software expiration monitoring;
- Company network management, storage management and backup management;
- Project archiving (Bacula);
- User help desk;
- Network access monitoring;
- Reading render farm logs (Royal Render or Deadline);
- Installation of application software on centralized Linux systems;
- Ethernet and fiber channel network management.

Develops processes, continuously optimizing and improving them;

Encourages and monitors experimentation with new activities;

Checks the company's technological competitiveness along with the CTO and other company-provided products;

Creates and maintains an efficient, united, motivated team, assigning tasks and monitoring their execution;

Manages relationships with suppliers, negotiating the best conditions for the company, under the guidance of the CTO;

Commits to acting in accordance with the company's core values, thereby contributing to promoting a positive and collaborative work environment.

### **Previous Work Experience and Education:**

- Degree in Computer Science, Computer Engineering or a related field (plus a master's in these areas);
- At least 3 years of professional experience with Linux;
- At least 2 years of experience in a film post-production work environment.

### **Required skills:**

- Solid and constantly updated knowledge of technology innovation and necessary professions, as well as monitoring competitors and market needs;
- Thorough knowledge of Linux;
- Management of the company's IT network, storage management and backup management;
- Detailed knowledge of the tools used to perform job activities;
- Problem-solving and results-oriented;
- Organization, planning, monitoring;
- Orientation to internal customer service.