Lucas Arts is looking to hire a couple of build engineers

Major Responsibilities:

- Continuous improvements and optimizations of the build system.
- Perform routine builds of Games/tools
- Stay on top of issues to prevent down time.
- Supporting engineering team to identify and fix issues.
- Keep the latest approved versions of tools available on the network
- Work with developers/testers to ensure that appropriate Games/tools code is in place.
- Make adjustments to the build system as requested/needed
- During release process, add/remove changes (specific Perforce changelists) as requested.
- Every night before going home, confirm that the build is functional & the automated build scripts are running.
- Answer questions that may arise from developers about build/configuration issues.
- Create various tools/utilities to automate processes as needed

Contact: Kerry
510-734-5287 mcqkerry@hotmail.com