



Creative Specialist – FLIX

The Company

Smart software for creative people.

The Foundry is not just a technology maker or a software seller; we are here to empower artists and designers across the world by enhancing their creative potential. We seek to create a world where people can continually raise their creative potential and to champion creative people by developing tools, technologies and processes that empower them to bring their ideas to life, more quickly and effectively.

We believe in:

- Constantly challenging
- Always being approachable
- Committed partners
- Endless enthusiasm!

Our technology portfolio is as creative as it is technical, packed full of ground-breaking, award-winning techy goodness that will have even the most demanding organization salivating!

We are a little bit proud of what we achieve at The Foundry and want to take you on our journey with us.

The Role

The Creative Specialist – FLIX position is a key role within our Sales team, reporting into the head of sales. The primary purpose of this role is to demonstrate FLIX software to potential clients and to lead a proof of concept (POC) process for FLIX for clients and prospects around the globe. The candidate will spend the majority of his/her time helping existing clients integrate FLIX within their pipeline, and will ensure that every user (board artists, editors, technical directors, producers) is happy with FLIX (i.e. post-sales customer care). To fulfil these responsibilities, the Creative Specialist- FLIX will be responsible for the following duties: (1) Design and implement a repeatable POC process for clients evaluating FLIX; (2) Train clients, prospects, resellers and authorized partners in how to use FLIX; (3) Develop and maintain plugins (Python and JavaScript) to help clients integrate FLIX better into their existing pipeline and third party software; (4) Act as a liaison agent between the clients and The Foundry's internal FLIX teams including sales, engineering, support, quality assurance and documentation to provide timely and constructive feedback; (5) Troubleshoot potential technical issues with FLIX and its infrastructure along with the support team; (6) Create and maintain tutorials, demos and projects to explain workflow and methodologies related to FLIX; (7) Help create content for tradeshow and masterclasses to an extremely high standard on a timely basis; (8) Demonstrate the products at a business level and manage the effective use of technical support resources when needed; (9) Participate in events to promote The Foundry brand and its various products (masterclasses, user groups, tradeshow, etc.); and (10) Travel where appropriate to visit customers and attend events in other regions.

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The Requirements

The Foundry is a leading global developer of creative software used to deliver high-end visual effects and 3D content for the design, visualization and entertainment industries. The portfolio empowers artists to create inspiring and technical images and visual experiences in media production (film, commercials, episodic television, gaming, and virtual and augmented reality), and product and industrial design. One of our key software products is FLIX, a visual story development tool for feature film, TV production, games and more. With FLIX, directors, producers, story artists, editors, and 3D layout and pre-visualization artists can all collaborate in one easy-to-access place, letting them explore and iterate freely; deliver faster story turnarounds; and share involvement in the development of a project earlier in the process.

Applying

If you meet the criteria, are eligible to work and are interested, please send your covering letter, CV, salary expectations and notice period to james.coffey@thefoundry.co.uk with the subject "Creative Specialist – FLIX".

More About Us

The Foundry designs creative software technologies used to deliver remarkable visual effects and 3D content for the design, visualisation and entertainment industries. The Foundry's software advances the art and technology of visual experience in partnership with creative leaders across the globe. It enables clients like Pixar, Mercedes-Benz, Google, ILM, Weta Digital, Blizzard, The Moving Picture Company and Sony Pictures Imageworks to turn incredible ideas into reality by solving complex creative challenges.

The company was founded in 1996 and is headquartered in London, with 300 staff based across offices in Silicon Valley, Los Angeles, Shanghai, Austin and the UK. The Foundry consistently invests in R&D to provide more efficient ways for its clients to bring visual concepts to life.

In 2015, the London Stock Exchange named The Foundry one of its "1000 Companies to Inspire Britain." It regularly features in The Sunday Times' Tech Track as one of Britain's fastest-growing private technology companies, most recently in 2016 when it also won the Excellence in Service Award at the International Track 200 awards. Every single film nominated for the Academy Award for Best Visual Effects in the last five years was made using The Foundry's software.

The company was acquired by HgCapital in 2015.

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