

**Lead Engineer - FLIX**

**The Company**

Smart software for creative people.

There are three things that make The Foundry unique:

1. Our forward-thinking approach to making creative software

2. The people that drive it

3. Meaningful relationships with our customers

Our software solutions are anything but ordinary. The workflows they create serve multiple industries and generally make doing creative things a walk in the park.

We know that tools in VFX are also relevant to designers and vice versa. It’s that understanding that helps us to develop flexible, open products that solve problems.

The 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 or one-man-show 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**

As FLIX Lead Engineer, you will be responsible for the timely delivery, quality, maintenance, and management of FLIX releases, as well as taking on responsibility for the long term architecture of FLIX.

**The Responsibilities**

* Working with the FLIX Product Manager to develop and understand customer requirements and deliver those requirements to the market concisely and accurately.
* Release Quality - this role includes responsibility for QA on your projects.
* You are ultimately responsible for the quality of both the user experience, and the code itself.
* Release management - keeping track of schedules, assigning work to direct reports, running sprints, etc.
* Line Management - you will be responsible for the pastoral element of leading the team, including recruitment, performance review, and personal development.

You will report to the Head of Engineering.

**The requirements**

To be successful, you will need to enjoy tackling new problems, and engineering elegant, maintainable, solutions to problems. You will have some experience of leading development teams, with the ability to couple familiarity with Agile methodology with the practicality to get the job done.

FLIX is built on a combination of Apache FLEX, Python, and integrations into other 3rd party SDKs (e.g. Photoshop, Maya). You’ll need to be an advanced user of either of those languages, and have a demonstrable track record of understanding, using, and delivering commercial software based on external SDKs. You’ll also have a track record of delivering technical project on time and budget, whilst juggling the maintenance demands of complex, customisable software.

**Skills**

* Excellent Python and/or Apache FLEX skills.
* Leadership experience, at a technical level, of commercial software products.
* Successful track record of leading a development team and delivering of commercial software development to right deadlines.
* Experience of working within, and improving existing codebases.
* Experience of automated testing.
* Good communication skills, organisation, and time management.
* Cross platform development including OSX, Linux and Windows beneficial.
* Experience of working with and customising standard graphical tools (e.g. Photoshop, Maya, Illustrator) would be beneficial.

**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 **jobs@thefoundry.co.uk** with the subject “Lead Engineer - FLIX”.

**More About Us.**

The Foundry was established in 1996. It is now the fastest-growing company in its field today, and is internationally renowned for its collaborative and open approach to software development.

Led by CEO Bill Collis and a management team that still includes the original founders, The Foundry is backed by The Carlyle Group with a substantial portion still owned by the staff.

The Foundry develops award-winning computer graphics and visual effects (VFX) software used globally by leading artists, designers and creative professionals. The portfolio lets users create inspiring and technical high-end visuals across a wide range of industries including product and concept design, marketing & advertising, media & entertainment and game development.

In September 2012, The Foundry added MODO, a 3D software package that combines modeling, painting, animation and rendering, to its portfolio. In addition to MODO, the product line includes NUKE (industry standard compositing), HIERO (shot conform and review), MARI (3D digital painting), KATANA (a look development and lighting framework), FLIX (collaborative visual story development), OCULA (a stereoscopic correction toolset) as well as a range of plug-ins.

In the design world, MODO enables the creation of a huge variety of things from products and advertising material to games assets, animation projects and beyond.

All of the company’s products, including MODO, are used to created create breathtaking visual effects sequences on a wide range of features, television projects and commercials. High profile examples include Gravity, Pacific Rim, World War Z, The Hobbit and the 2013 Oscar® winner, Life of Pi (Best Visual Effects). In television examples include Once Upon A Time, Falling Skies, Boardwalk Empire and Game of Thrones.

Clients include major feature film studios and post production houses such as Pixar, ILM, Double Negative, The Moving Picture Company, Walt Disney Animation, Weta Digital, Framestore and Sony Pictures Imageworks.

In 2013, The Foundry made the Sunday Times Tech Track 100 for the fourth consecutive year, ranking in 92nd position. This year, the company has also been shortlisted for categories in the UK Tech Awards and the National Business Awards. The Foundry’s CEO Bill Collis was recognized as the UK Technology winner for the Ernst & Young Entrepreneur of the Year award.