

Lead Software Engineer - NUKE

The Company

The Foundry is a world leading innovator of creative software across multiple industries. Founded in 1996, we are an award-winning, exciting, dynamic company. As well as being proud of our software, we believe the strong relationships with our customers allow us to develop flexible, open, problem-solving applications that span VFX, design, and more. We continue to move from strength to strength and are looking to grow our team of bright, capable, hard-working, and fun experts.

The Role

Our industry leading NUKE software range offers cutting-edge toolkits covering VFX, editorial and finishing across solutions that deliver unparalleled speed, functionality and collaboration possibilities. You will be responsible for leading one of our largest engineering teams in improving and maintaining one of our flagship products.

You will report to the Head of Engineering.

The Responsibilities

- **Management:** As Lead Engineer you are responsible for the entire engineering process for your product including and not limited to day-to-day management of the engineers, mentoring and reviews, assigning tasks, maintenance and implementation quality. You are also responsible for taking a lead in working with Product Development, QA, Technical Authors, Support and other teams that contribute to your product deliverables.
- **Software design:** As a Lead Engineer, you are responsible for breaking user stories into engineering tasks, and monitoring and guiding the design and implementation of high-level, complex software features. You are responsible for seeking cross engineering validation of your major design decisions by working with the Head of Engineering and CTO.
- **Schedules & Estimates:** You are responsible for agile project planning by estimating the task backlog and assigning tasks to engineers and sprints. You are responsible for understanding the agile metrics of your team and the estimated release dates of your products.
- **Business Goals:** You are responsible for working with the Head of Engineering and Product Development to ensure release dates meet business goals, including the

allocation of more resource or the reduction of release feature set.

- Quality: You will be expected to promote sound engineering process to increase product quality. It is your responsibility to promote code reviews, documentation reviews, source documentation, unit tests, manual and automated test coverage reviews, and any other measures necessary to validate engineering changes.
- Reporting: You will be expected to deliver on goals in a timely manner, provide regular progress updates, and to keep the Head of Engineering and Product Manager abreast of any changes which may affect scheduling. Your estimated release dates are reported to senior management and to the board as part of the monthly board pack.
- Software maintenance: You will be expected to run parallel streams of development designed to improve software quality and stability by fixing bugs and implementing minor features.
- Represent The Foundry and your product team in a non-engineering capacity. For example, sales and site visits: from time to time, you may be expected to visit post-production sites to demonstrate the product and gather requirements from end-users.

The requirements

- Experience of commercial software development to deadlines.
- Track record of successful team leadership of a development team.
- Experience of Agile development and processes.
- Excellent C++ knowledge
- Excellent knowledge of development tools and processes.
- Familiar with the development of application frameworks.
- Experience of cross OS development including OSX, Linux and Windows.
- Good Track record of problem solving.
- Successful experience of working in a development team and mentoring junior staff.
- Good communication skills, well organised, good time management.
- Strong understanding of multi-threaded CPU programming.
- Strong familiarity with the real-time domain including video playback and file I/O.
- Knowledge of OpenGL and graphics programming preferred.
- Knowledge of GPGPU programming preferred.
- Knowledge of post-production, compositing, editing, DI, 3D applications and 2D/3D paint packages preferred.

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 Software Engineer - NUKE".

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 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.