

Product Designer (Automotive/Product Design)

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 Product Designer (Automotive/Product Design), you will guide the design effort on a variety of strategic partnership development projects in a highly collaborative, fast-paced environment. Your role is to translate real world client workflow challenges into innovative custom solutions based on existing Foundry Technology or newly created technology. You will work closely with project managers, product & marketing managers, design clients & software engineers to develop new product offerings & improve existing ones. This position reports to the Head of Design

The Responsibilities

- Designing user interaction models, workflows & user interfaces
- Integrating internal & external product design into a cohesive user experience
- Creating prototypes & authoring detailed interaction specifications & documentations
- Working with user experience feedback from client to design & observe usability studies
- Translating usability & field research findings into design improvements
- Successfully communicating conceptual ideas & design logic

Product Designer

- Distilling information from Design Creative Specialists into tangible engineering tasks
- Seek opportunities to raise awareness of design software user needs & perceptions
- Ability to drive the engineering team to conduct rapid iterative usability testing & research to improve product designs early in the design cycle & validate & refine within the development cycle
- Passionately advocate for the user by influencing decisions to ensure that product design & content strategy are aligned to user needs & expectations

The requirements

- Bachelor's or Master's degree in Design or computer science or related field
- 5+ years experience leading large design efforts & coordinating project teams of 4 or more members
- 3+ years in 3D software. Preferably Alias, Solidworks or CATIA
- US Based, preferably in CA area (Around RWC office)
- SubDivision Surface 3D package knowledge a plus. Preferably MODO, Maya, C4D
- Excellent interpersonal & communication skills with team members & clientele
- Mastery of user interaction design skills
- Strong interaction design skills
- Strong visual design skills
- A strong design portfolio (with examples of work on web, mobile, & desktop apps)
- Ability to work independently & collaboratively
- Ability to work with a distributed team
- Ability to communicate design rationale & build consensus
- Ability to prioritize & manage work to critical project timelines in a fast-paced environment
- Ability to develop new approaches to complex design problems
- Must be organized, have an eye for detail, be able to put ideas into a tangible form
- Self-confidence, flexibility & the ability to find clarity in ambiguous situations
- Familiarity with the Windows /or Macintosh Human Interface Guidelines a plus
- Ability to travel. Will need to be able to work on site with clients up to 10 times a year

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 "Product Designer (Automotive/Product Design)".

Product Designer

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.