

## Python/C++ Engineer (Manchester)

### 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 a Software Engineer at The Foundry, you will contribute to Foundry projects by writing code, authoring automated tests, and playing a part in the planning and delivering of releases. For the specific project we are recruiting for, you will take on a wide variety of tasks largely related to customisation of Foundry software for specific customers. Whilst much of this can be achieved with Python and configuration of the existing application, there may be times that you need to dip in the C/C++ of the core code to achieve the desired goal. To be successful, you will need to enjoy tackling new problems, and engineering elegant, maintainable, solutions to problems. At the core of this role, you will need:

- High level of Python proficiency to understand different Python APIs quickly, and use them to customise workflow from UI through to authoring novel tools. It's likely that you know other programming languages that help you understand what's going on under the hood of the Python Interpreter.

- Have experience of 3D applications and workflows to help you see between the lines of what the customer wants to achieve. Experience of aspects like rigging, modeling, and sculpting are also highly desirable.

## The Responsibilities

In the course of general duties, your tasks will include:

- Time estimates: You will facilitate project planning by providing effort estimates for tasks assigned to you by the Lead Engineer. You will be expected to deliver in a timely manner and provide regular progress updates.
- Maintenance: You will be expected to pro-actively contribute to software quality and stability by fixing bugs and implementing minor features.
- Documentation: You will be expected to document your work clearly and concisely in the source code.
- Travel: Occasional trips to other countries may occur as part of this role.
- Represent The Foundry in a non-engineering capacity e.g. 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.

## Skills Required

- Excellent Python.
- Experience of 3D applications, and working within them. In particular, experience of modeling, sculpting, 3D painting and animation.
- Successful track record of working in a development team, and experience of commercial software development to deadlines.
- Good communication skills, organisation, and time management.
- C/C++ experience beneficial.
- Cross platform development including OSX, Linux and Windows 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](mailto:jobs@thefoundry.co.uk) with the subject "Python/C++ Engineer".

## 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.