

## QA Engineer - Design

### 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 Software

As part of our comprehensive software portfolio, we sometimes take on projects with certain customers to produce specific functionality or workflows to suit their needs. We're looking for a candidate to work on a long term project with a major customer in the design space.

The successful candidate will work within the QA team on a combination of award-winning 3D technology and familiar 2D raster and vector drawing tools, for designing trainers and other apparel.

Our software allows designers from all backgrounds to adopt a technically complex 3D paradigm, utilizing their existing 2D skillsets and empowering them to create more designs in less time, to experiment more freely, and to easily and accurately communicate their designs both internally and to manufacturing.

**The Role**

We are looking for a QA Engineer to join our team in Manchester and work on a customer centric application in the field of design.

As a QA Engineer in the SPD team, your work will vary from carrying out workflow tests and verifying fixed bugs, to designing test cases, and executing test plans in order to help determine the quality of a build. We are looking for a passionate and logical QA tester, who thrives at solving tough problems in a dynamic environment.

Reporting to the Lead QA Engineer, you'll work closely with both the QA team, and software developers to ensure that product releases meet the required standards. You may also be asked to liaise with clients and other teams within The Foundry, including Documentation, and Support.

**Required Skills**

- Strong knowledge of software development, and Quality Assurance methodology
- Experience designing, maintaining and executing test cases in a QA capacity
- Experience communicating issues both verbally and through bug tracking software
- Working knowledge of 2D/3D applications such as Illustrator, Modo, or Maya
- Analytical, with a keen eye for detail and good time management

**Desired but not essential**

- Familiar with MODO
- Experience with automated testing in Python and/or LUA
- Knowledge of 3D design, colour design, or colour formats
- Experience with cross platform development, branches, and branched codebases
- Knowledge of real-time 3D graphics and rendering technologies

**Applying**

If you meet the criteria, are eligible to work in the UK 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 "**QA Engineer - Design**".

**More About Us.**

The Foundry, established in 1996, is renowned for our solutions, our customer-centric focus and our collaborative approach to development. The Foundry, with more than 270 employees worldwide, is led by CEO Alex Mahon and is backed by HgCapital.

The Foundry develops award-winning software used globally by creative professionals. The portfolio lets users create inspiring and technical high-end visuals in the areas of Media Production (film, commercial, episodic, gaming), and Design, as well as participate in emerging high-growth markets such as Virtual/Augmented Reality and 3D printing.

We develop solutions and grow our market through a combination of build, buy, partner. Our R&D team has created a number of award-winning solutions. Also, we've participated in numerous funded projects, both from the UK, as well as the European Union, that sees us work with leaders across industry to develop offerings. In some cases, we've worked customers to help develop a specific solution and then commercialize the solution for broader market adoption. Finally, we merged with Luxology, the creators of MODO in 2012 and in 2014, acquired Made With Mischief.