



## QA Engineer - FLIX

### 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

FLIX is a visual story development tool for feature film, TV production, games, and more. Designed to promote fast-paced creative collaboration, FLIX removes the technical barriers that can cause frustration and slow you down.

With FLIX, directors, producers, story artists, editors, and 3D layout and previs artists can all collaborate in one easy-to-access place, letting them explore and iterate freely; deliver faster story turnarounds; and share involvement in the development of a project earlier in the process.

Instead of reinventing existing tools, FLIX acts as a way to collaborate and iterate by coordinating between the tools artists know and love including Nuke, Maya, Photoshop and others. This introduces a need to coordinate between different processes that may use different technology to fit into the FLIX pipeline. Both Python and Actionscript are central to FLIX's architecture, as is the ability to coordinate between multiple machines to efficiently process large amounts of visual and aural data.

Moving the product forward to take advantage of cloud technologies is an important step in taking FLIX forward. Initially developed at Sony Imageworks as an on premise solution, scaling FLIX to take advantage of services like AWS/Google Compute will be key to FLIX's

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## The Role

Quality Assurance at The Foundry is more than just your traditional testing role. We realize that software quality runs deeper than checking software is functional. As a QA Engineer, you have the responsibility to help steer the future of the world's leading visual effects software. You will work closely with software engineers, designers and artists, sharing your opinions on what makes awesome software (and what sucks). With a keen eye for detail, workflow and design, along with an analytical mind, you will help to shape The Foundry's products and will continue to make them the best in the business.

It's likely that you'll have experience of testing web-based applications, but you'll also have the technical ability to develop a good understanding of the FLIX architecture, as well as the ability to write Python based automated tests to coordinate between multiple processes, applications, and machines. Any understanding of pre-production is extremely beneficial, but not required. It's likely that you'll be involved with customers, helping them with customisations, helping our customer support team get to the crux of issues, or making sure you understand use cases for the software you're building. You'll also contribute to project planning by providing effort estimates for tasks, and helping us eradicate and avoid technical debt. There may be occasional travel as part of this role.

You will report to the Lead FLIX Engineer.

## Skills

- Experience of testing web based tech
- Experience of automated testing (e.g. Selenium/Sikuli)
- Excellent knowledge of QA tools and processes
- Experience of commercial software development to deadlines
- Cross platform experience over two of OSX, Linux and Windows
- Good communication skills, well organised, good time management

## 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 "QA Engineer - FLIX".

## More About Us

The Foundry designs creative software technologies used to deliver remarkable visual effects and 3D content for the design, visualisation and entertainment industries. The Foundry's software advances the art and technology of visual experience in partnership with creative leaders across the globe. It enables clients like Pixar, Mercedes-Benz, Google, ILM, Weta Digital, Blizzard, The Moving Picture Company and Sony Pictures Imageworks to turn incredible ideas into reality by solving complex creative challenges.

The company was founded in 1996 and is headquartered in London, with 300 staff

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based across offices in Silicon Valley, Los Angeles, Shanghai, Austin and the UK. The Foundry consistently invests in R&D to provide more efficient ways for its clients to bring visual concepts to life.

In 2015, the London Stock Exchange named The Foundry one of its "1000 Companies to Inspire Britain." It regularly features in The Sunday Times' Tech Track as one of Britain's fastest-growing private technology companies, most recently in 2016 when it also won the Excellence in Service Award at the International Track 200 awards. Every single film nominated for the Academy Award for Best Visual Effects in the last five years was made using The Foundry's software.

The company was acquired by HgCapital in 2015.

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