



QA Engineer - Katana

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 Role

As a QA Engineer on KATANA, you'll test new features and workflows, verify bug fixes, design test cases and execute test plans to report on software quality. You'll carry out production workflow style testing working with real assets from the VFX industry. Reporting to the Lead KATANA QA Engineer, you'll work closely with other Engineers on the team and the Product Manager to ensure that the features and fixes meet the requirements specified. You may also be asked to liaise with clients and with other The Foundry teams including Engineering, Documentation, and Support.

While the role requires some manual testing, there will be extensive involvement in automated testing. Using Python, you will look for ways KATANA QA can be automated; we maintain an in-house test harness, which you will use to create tests. It is also amongst your responsibilities to understand The Foundry business and wider industry. You are encouraged to play an active role in communicating with and visiting customers, understanding and sharing requirements and proposed solutions.

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We're looking for someone bright and Python-savvy who thrives when solving tough problems in a dynamic environment.

The Requirements

- Experience in a Lighting / Pipeline TD role at a VFX / 3D animation studio
- Experience with production-class renderers such as RenderMan or Arnold
- Experience using asset-based workflows in a collaborative environment (for example, building complex scenes incorporating Alembic geometry caches from different departments)
- Solid working knowledge of Python, Linux and Windows
- Analytical problem solving, fault finding, and troubleshooting
- Excellent organisation, time management and communication skills with the ability to make yourself heard and present your views in a persuasive, influential way
- A keen eye for detail and a passion for user-interface design
- An appreciation and desire to work on cutting edge creative software for the visual effects and animation industry

Nice-to-haves

- Experience with manual or automated testing and tooling

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 "QA Engineer - Katana".

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 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-

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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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