



QA Engineer - NUKE

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 Quality Assurance Engineer on NUKE, you'll be required to qualify workflows, verify that bugs are fixed, design test cases and execute test plans in order to report back on how well the software is performing. You will also carry out production workflow style testing, working with real footage from the VFX industry.

You will work closely with the Lead NUKE QA Engineer at all stages of the release cycle to promote quality. Through Beta programmes and The Foundry's Customer Support team, you will also come into direct contact with the artists who battle test our software, absorbing their feedback and thoughts.

We're looking for someone with a genuine passion for the visual effects industry

Required Skills:

- A degree in a Visual Effects related subject, or equivalent experience reflecting the requirements of the position
- Experience using NUKE in a professional or academic capacity
- Python scripting experience
- Fluent written/verbal English
- Excellent communication skills - ability to make yourself heard and present your views in a persuasive, influential way
- Good technical skills in at least one of the following operating systems: Windows, Linux or Mac OSX.
- A knack for analytic problem solving, fault finding, and troubleshooting
- Well organised with the ability to prioritise, multi-task and work with minimal supervision
- Highly self-motivated and a good team player

Desirable Skills:

- QA domain experience
- Experience with editorial / onlining / finishing applications such as Nuke Studio, Hiero, DaVinci Resolve, Adobe Premier Pro, Avid DS, and Flame.
- Good technical skills in Katana, Mari, Modo, Autodesk Maya, Final Cut Pro, Shake and/or Fusion.
- Knowledge of Agile software development practices
- Good knowledge of computer hardware, especially GPU and monitor output related

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 - NUKE".

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-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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