

## Quality Assurance Engineer - MARI

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 Product – MARI

MARI allows artists to concentrate on painting detailed, multi-layered textures directly onto 3D models in a fluid and natural way. MARI was originally conceived at Weta Digital, because no existing commercial product could handle the complex, highly detailed look development work required by films such as District 9 and Avatar. MARI has been designed by artists to give them immediate feedback, in context, working with multiple interacting models from any angle and in animated motion. MARI's responsive creative toolset allows painting to be completed in a single application, reducing the need to export, paint in 2D and re-import.

### The Job – Quality Assurance Engineer - MARI

As a Quality Assurance Engineer on MARI, 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.

The role is primarily a GUI testing role, but MARI also includes a Python API for scripting and

automating workflows. With the power of Python scripting, you will look for ways in which the testing of MARI can be automated. We maintain an in-house, automated test harness for which you will be responsible for creating automated tests in Python.

You will also have the opportunity to communicate directly with artists in the VFX industry using MARI, absorbing their feedback and thoughts through Alpha and Beta programmes.

We're looking for someone with a genuine passion for the visual effects industry. A range of experience from recent graduate will be considered.

You will report to the Lead QA Engineer.

#### Required Skills:

- Experience with 2D/3D painting packages (e.g. MARI, Mudbox, Photoshop, Zbrush)
- QA domain, bug tracking and Test Management System experience
- Knowledge of Python or similar scripting languages
- A keen eye for detail and a passion for user-interface design
- Analytic problem solving, fault finding, and troubleshooting
- Well organized with the ability to prioritize task

#### 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 - MARI".

#### 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.