

Research Engineer

The Company

The Foundry is a world-leading innovator of creative software across multiple industries. Founded in 1996, we are an award-winning, exciting, dynamic company. As well as being proud of our software, we believe that strong relationships with our customers allow us to develop flexible, open, problem-solving applications that span VFX, design, and more.

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

We are proud of what we achieve and we are looking to grow our team of bright, capable, hardworking, and fun experts.

The Role

The Research Team at The Foundry develop the core image and video processing technologies at the heart of our products. The team works closely with clients in film visual-effects and take technology from concept through to market.

We are building future technologies for intelligent tools to assist in VFX and the creation of new media for VR/AR. We are looking for a talented Computer Vision Researcher with a PhD level to join the team. This is a unique opportunity to help shape the future of cutting-edge tools for the film industry.

The requirements:

- Track record of problem solving and algorithm development in C++.
- PHD should be in computer vision with image and video processing.
- Excellent mathematical skills and a strong understanding of image and video processing.
- Highly self motivated with the ability to work hands-on across teams.
- Excellent communication skills with good spoken and written English.
- Experience of working in a development team to deadlines preferred.
- A genuine interest in the VFX industry and film with an appreciation and desire to work on cutting edge creative software in the visual effects industry

Applying

If you meet the criteria and you are eligible to work in the UK, please send a covering letter and CV with referees to jobs@thefoundry.co.uk with the subject "Research Engineer".