

Senior Software Engineer - KATANA

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

KATANA is a look development and lighting tool, replacing the conventional CG pipeline with a flexible recipe-based asset workflow. KATANA is built from the ground up with the needs of modern productions in mind. Its node-based approach allows rapid turnaround of high-complexity shots while keeping artists in control and reducing in-house development overheads. Extensive APIs mean it integrates with a variety of renderers and your pre-existing shader libraries and workflow tools, whilst its collaborative nature means it scales to meet the needs of even the most demanding CG Features and VFX films.

The Role

We're looking for a Senior Software Engineer to join our team in London to work on Katana, our high-end look development and lighting tool. In a nutshell, we're looking for a seasoned C++ and Python desktop application developer with experience of software development in the visual effects domain.

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Reporting to the Lead Katana Engineer, your standard daily work will involve the design, implementation and testing of C++ and/or Python code along with bug-fixing as required, liaising with other engineers in the team and the Product Manager to ensure that the code meets the requirements specified.

You will work closely with the Lead Katana Engineer, and advise the lead engineer of any upcoming issues relating to Katana. As an engineer you may be asked to liaise with clients' engineers, and with other Foundry teams including QA, Support and Sales.

It is amongst your responsibilities to understand the business and wider industry. You will be encouraged to play an active role in communicating with and visiting customers, understanding and sharing requirements and proposed solutions. When appropriate you may be required to represent and support the company and Katana at external events.

The Responsibilities

- Software design: Helping your Product Manager/Owner work through their design ideas to break up work into sensible engineering tasks.
- Estimation: You will facilitate project planning by providing effort estimates for tasks assigned to you by the Lead Engineer. You will be expected to deliver on goals in a timely manner and provide regular progress updates.
- Software Development: Designing and implementing of high-level, complex software features using sound software engineering practices.
- Documentation: You will be expected to document your work clearly and concisely in the source code.
- Maintenance and Support: You will help maintain the software by fixing bugs, and also by helping our Support Team answer technical questions.
- Management and Mentoring: As a Senior Software Engineer, from time to time, you'll be expected to lead junior and intermediate engineers to achieve goals, and to mentor them.
- Travel: Occasional trips to other countries may occur as part of this role.

Required Skills

- Experience of commercial software development to deadlines
- Excellent C++, including knowledge of development tools and processes
- Good working knowledge of multi-threaded and multi-process software engineering

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- Experience of developing software on Linux
- Knowledge of Python, including development processes and tools
- Knowledge of 3D graphics and rendering technologies, both real-time and ray tracing
- Knowledge of post-production, compositing, 3D applications and 2D/3D paint packages
- Good track record of problem solving
- Successful experience of working in a development team.
- Good communication skills, well organised, good time management

Desired Skills

- Experience of cross OS development including Linux, Windows and OSX
- Experience with logging bugs using Bugzilla or similar system

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 "Senior Software Engineer – KATANA".

More About Us.

The Foundry, established in 1996, is renowned for our solutions, our customer-centric focus and our collaborative approach to development. The Foundry, with more than 270 employees worldwide, is led by CEO Alex Mahon and is backed by HgCapital.

The Foundry develops award-winning software used globally by creative professionals. The portfolio lets users create inspiring and technical high-end visuals in the areas of Media Production (film, commercial, episodic, gaming), and Design, as well as participate in emerging high-growth markets such as Virtual/Augmented Reality and 3D printing.

We develop solutions and grow our market through a combination of build, buy, partner. Our R&D team has created a number of award-winning solutions. Also, we've participated in numerous funded projects, both from the UK, as well as the European Union, that sees us work with leaders across industry to develop offerings. In some cases, we've worked customers to help develop a specific solution and then commercialize the solution for broader market adoption. Finally, we merged with Luxology, the creators of MODO in 2012 and in 2014, acquired Made With Mischief.