



Software Engineer - FLIX

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 Software

FLIX is a visual story development tool for feature film, TV production, games, and more. Designed to promote fast-paced creative collaboration, FLIX removes the technical barriers that can cause frustration and slow you down.

With FLIX, directors, producers, story artists, editors, and 3D layout and previs artists can all collaborate in one easy-to-access place, letting them explore and iterate freely; deliver faster story turnarounds; and share involvement in the development of a project earlier in the process.

Instead of reinventing existing tools, FLIX acts as a way to collaborate and iterate by coordinating between the tools artists know and love including Nuke, Maya, Photoshop and others. This introduces a need to coordinate between different processes that may use different technology to fit into the FLIX pipeline. Both Python and Actionscript are central to FLIX's architecture, as is the ability to coordinate between multiple machines to efficiently process large amounts of visual and aural data.

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Moving the product forward to take advantage of cloud technologies is an important step in taking FLIX forward. Initially developed at Sony Imageworks as an on premise solution, scaling FLIX to take advantage of services like AWS/Google Compute will be key to FLIX's ongoing success.

The Role

The main part of this role is coding. You'll be dealing, initially, with Python and Actionscript amongst others. You'll be involved in planning the architectural future for FLIX, so a broad knowledge of technologies to make recommendations is essential. It's likely that you'll be involved with customers, helping them with customisations, helping our customer support team get to the crux of issues, or making sure you understand use cases for the software you're building. You'll also contribute to project planning by providing effort estimates for tasks, and helping us eradicate and avoid technical debt. We'll expect you to document your work clearly and concisely in the source code, and pro-actively contribute to software quality and stability by fixing bugs and implementing minor features. There may be occasional travel as part of this role.

You will report to the Lead FLIX Engineer.

Skills

- Excellent breadth of technology - experience of Python necessary, but knowledge of web technologies and different technology stacks essential. Strong understanding of software development, e.g. multithreading, patterns, containers
- Experience of messaging technologies, e.g. ZeroMQ/RabbitMQ
- Experience and knowledge of cloud technologies such as AWS/Google Compute
- Experience of commercial software development to deadlines
- Excellent knowledge of development tools and processes
- Cross platform development over two of OSX, Linux and Windows
- Good communication skills, well organised, good time management
- ActionScript experience beneficial

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 "Software Engineer - FLIX".

More About Us

Established in 1996, The Foundry is a global software company headquartered in London, with offices in Manchester, Shanghai, Austin, Los Angeles and Silicon Valley. We make smart software for creative people. But we are so much more than that.

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We believe in a world where people can continually raise their creative potential.

We are champions of creativity.

We're proud of what we do at The Foundry and we'd love to help you achieve your potential.