



Software Engineer - Game Engine Technology

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 Job

In a nutshell, we need a seasoned C++ developer with experience of using Unreal Engine and other game engines.

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, product managers and other specialists in our New Technology division to ensure that the code meets the requirements specified.

In the course of general duties, your tasks will include:

- Software design: Helping your Product Managers/Owners work through their design ideas to derive sensible engineering designs and task breakdowns
- 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
- Travel: Occasional trips to other countries may occur as part of this role

You will work closely with the Lead Engineer, and appraise the lead engineer of any upcoming issues. 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 Foundry business and wider industry. You are 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 at external events.

You will report to the Lead Engineer.

Required Skills

- Experience of commercial software development to deadlines
- Excellent C++, including knowledge of development tools and processes
- Excellent knowledge of game development using Unreal Engine, specifically with regards to using its C++ APIs, preferably Unreal Engine 4
- Knowledge of 3D graphics and real-time rendering technologies (e.g. OpenGL, DirectX, Vulkan)
- Good working knowledge of multi-threaded and multi-process software engineering
- Good track record of problem solving
- Successful experience of working in a development team.
- Good communication skills, well organised, good time management

Desired Skills

- Knowledge of other game engines, for example Unity, CryEngine or Unigine
- Knowledge of Python or Lua, including development processes and tools
- Knowledge of post production, compositing, 3D applications and 2D/3D paint packages
- Experience of cross OS development including Linux, Windows and OSX
- Experience with logging bugs using Bugzilla or similar system

Applying

To be considered for this position you will need to be eligible to work in the UK.

If you meet the criteria and are interested, please send your covering letter, CV, salary expectations and notice period to jobs@thefoundry.co.uk with the subject "Software Engineer – Game Engine Technology".

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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