

Software Engineer - NUKE

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

Our industry-leading NUKE® range offers cutting-edge toolkits covering node-based compositing, editorial and finishing across solutions that deliver unparalleled speed, functionality and collaboration possibilities.

Whether you're a single shot compositor or working across projects end to end, you can find all the tools you need to get the job done fast, without quality compromise, in NUKE STUDIO®, NUKEX®, or NUKE.

The Role

We are looking for a Software Engineer to join the existing team. In a nutshell, we're looking for a C++ application developer with experience of software development and some knowledge of software engineering best practice. As a Software Engineer, you will help to ensure the quality, scalability, and extensibility of the code that we're writing.

Reporting to the project Lead Engineer, your daily work will involve the design, implementation, documentation and testing of C++ and/or Python code, liaising with other

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engineers in the team, the Product Manager and Project Manager as necessary to ensure that the code meets the requirements of the customer and is delivered in a timely fashion.

It will be 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 the product at external events.

The Responsibilities

- Understand and practice our development process within the team
- Assist in the design, implementation and documentation of complex software features
- Provide code reviews as and when needed.
- You will contribute to project planning by providing effort estimates for tasks assigned to you by the Lead Engineer.
- You will be expected to document your work clearly and concisely in the source code.
- You will be expected to pro-actively contribute to software quality and stability by fixing bugs and implementing minor features.
- You will be expected to assist our Customer Support team with investigation and suggestions related to issues reported by users.

Required Skills

- Good communication skills, well organised, good time management.
- Experience of commercial software development to deadlines..
- Excellent C++ knowledge.
- Good track record of problem solving.
- Successful experience of working in a development team.
- Experience of cross OS development including, Windows, Linux, and OSX.
- Experience of programming computer graphics and/or image processing applications in 2D/3D.
- Knowledge of post production and compositing an advantage

Applying

If you meet the criteria, are eligible to work in the UK and are interested, please send your covering letter, CV, salary expectations and notice period to jobs@thefoundry.co.uk with the subject "**Software Engineer**".

Software Engineer

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.