

Software Engineer – Realtime Rendering

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 the strong relationships with our customers allow us to develop flexible, open, problem-solving applications that span VFX, design, and more. We continue to move from strength to strength and are looking to grow our team of bright, capable, hard-working, and fun experts.

The Role

We're looking for engineers to work on our rendering technology. You'll have a large amount of experience with OpenGL, comfortable working with 3D, and GLSL shaders.

You'll be familiar with both forward and deferred rendering, and understand the differences well having worked on similar technologies before. Having been there and done it before, you'll have worked around the things that should work but don't, and have a good knowledge of cutting edge OpenGL techniques. Experience with multi-threaded, multi-platform C++ code is also essential to the role. Lastly, experience of OpenGL on non-desktop devices, as well as knowledge of Qt, are both beneficial but not essential.

As an Engineer at The Foundry, you will contribute to Foundry projects by writing code, authoring automated tests, and playing a part in the planning and delivering of releases.

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

- Time estimates: 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.
- Documentation: You will be expected to document your work clearly and concisely in the source code.
- Maintenance: You will be expected to pro-actively contribute to software quality and stability by fixing bugs and implementing minor features.
- Travel: Occasional trips to the US may occur as part of this role.

The Skills

- Excellent C/C++ skills.
- OpenGL, with GLSL.
- Knowledge of deferred rendering.
- Python beneficial.
- Experience of Qt for cross platform development beneficial.
- Successful track record of working in a development team.

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 – Realtime Rendering".

More About Us.

The Foundry is the leading provider globally of visual effects software used by the film industry. Headquartered in London, the company's products are used by most of the leading film makers and post production houses around the world. Clients include Walt Disney, Warner Bros, Sony, Dreamworks and Pixar. The Foundry's award winning software has been used to help create the effects we have all seen in many of the blockbuster films produced over the last 10+ years. These films include: Avatar, Harry Potter, Dark Knight, Iron Man, Alice in Wonderland, 2012, Transformers and Watchmen. The company is the leader in the compositing market. The team at The Foundry have achieved this global position by developing software that is intuitive and easy to use, designed for use on any platform (rather than for proprietary hardware) combined with a highly creative technical and commercial approach that enables the team to work closely in genuine partnership (including co-development) with the film makers and post production houses. This combination of ingredients and approach are critical in an industry that doesn't operate like a typical "enterprise" software sector