

Technical Author

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 Role

We are looking for a candidate to join The Foundry's Documentation team to work on KATANA, our look development and lighting tool.

As Technical Author, you will be responsible for maintaining the documentation for the KATANA product. You will be expected to work closely with the product team, as well as the rest of the documentation team. Communication is vital in this role, as there will be a constant flow of information between development, documentation, and other departments.

Day-to-day responsibilities will include editing and proofreading copy that is to be included in the user guides and tutorials, liaising with developers, producing release notes, and writing new content.

The Product – Katana

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 turnabout 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, 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.

Key Responsibilities include but are not limited to:

- Writing, editing, and proofreading user guides, tutorials, in-application help, and release notes for the KATANA product.
- Organising technical reviews of projects.
- Identifying and implementing potential improvements to texts, in response to feedback from customers, developers, and QA engineers.
- Liaising with other technical authors to maintain a uniform company writing style.
- Working within the constraints of defined templates and making appropriate use of graphics.
- Liaising with product managers, developers, QA engineers, and other technical authors to ensure good communication and information flow.

Required Skills:

- A demonstrable passion for 3D and visual effects.
- Degree or equivalent in a relevant subject.
- Ability to explain technical software products in plain written English.
- Ability to work to tight deadlines in a fast-paced development environment.
- Ability to work independently with minimal supervision.
- High level of attention to detail.
- Self-motivated and pro-active.
- Accurate editing and proofreading skills.

Desired Skills:

- 2+ years' experience as a Technical Author.
- Proficient in using MadCap Flare, Adobe FrameMaker, Adobe Acrobat, or other authoring tools.

- Knowledge of HTML, CSS, or JavaScript.
- Knowledge of Python (or C++).
- Experience in look development, lighting, or pipeline integration.
- Knowledge of Windows, Mac OS X, and Linux.
- Knowledge of JIRA, Bugzilla, Target Process, or a similar project tracking system.
- Knowledge of KATANA, Maya, XSI, Houdini, 3ds Max, RenderMan, mental ray, V-Ray, Arnold, or other similar applications.

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 "Technical Author".

More About Us.

The Foundry was established in 1996. It is now the fastest-growing company in its field today, and is internationally renowned for its collaborative and open approach to software development.

Led by CEO Bill Collis and a management team that still includes the original founders, The Foundry is backed by The Carlyle Group with a substantial portion still owned by the staff.

The Foundry develops award-winning computer graphics and visual effects (VFX) software used globally by leading artists, designers, and creative professionals. The portfolio lets users create inspiring and technical high-end visuals across a wide range of industries, including product and concept design, marketing & advertising, media & entertainment, and game development.

In September 2012, The Foundry added MODO, a 3D software package that combines modeling, painting, animation and rendering, to its portfolio. In addition to MODO, the product line includes NUKE (industry standard compositing), HIERO (shot conform and review), MARI (3D digital painting), KATANA (a look development and lighting framework), FLIX (collaborative visual story development), OCULA (a stereoscopic correction toolset), as well as a range of plug-ins.

In the design world, MODO enables the creation of a huge variety of things from products and advertising material to games assets, animation projects, and beyond.

All of the company's products, including MODO, are used to create breathtaking visual effects sequences on a wide range of features, television projects, and commercials. High profile examples include Gravity, Pacific Rim, World War Z, The Hobbit, and the 2013 Oscar® winner, Life of Pi (Best Visual Effects). In television, examples include Once Upon A Time, Falling Skies, Boardwalk Empire, and Game of Thrones.

Clients include major feature film studios and post-production houses such as Pixar, ILM, Double Negative, The Moving Picture Company, Walt Disney Animation, Weta Digital, Framestore, and Sony Pictures Imageworks.

In 2013, The Foundry made the Sunday Times Tech Track 100 for the fourth consecutive year, ranking in 92nd position. This year, the company has also been shortlisted for categories in the UK Tech Awards and the National Business Awards. The Foundry's CEO Bill Collis was recognized as the UK Technology winner for the Ernst & Young Entrepreneur of the Year award.