

## UX Designer

### 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 an enthusiastic and versatile, UX Designer to join a new product team. This is an excellent opportunity to in a start-up-like environment, contributing to new, cool experiences on web, desktop, and mobile. The candidate will work closely with the Product, Development and Marketing team.

The ideal candidate is a UX designer with 3 to 5 yrs user experience designing applications on a web based, mobile or desktop environment. They should have a strong portfolio in user-interaction and also has a passion for design. You must be tech savvy, can thrive learn in a fast-paced environment, be willing to learn and adapt quickly, and have strong interpersonal and written communication skills.

## The Responsibilities

- Be the voice of the user, highlighting workflows and best practices employed in the design (industrial, product or graphic) field.
- Able to create mock-ups and production graphics of user interface treatments for web and desktop/mobile apps.
- Collaborate with the development, marketing and quality assurance teams for on-going improvements to the software and creative process.
- Write basic design specifications and other internal documents.
- Ability to make and give presentations, communicating design concepts and engaging feedback from internal stakeholders and external customers/beta testers.

## The requirements

- Strong sense of design - graphics & interactions (portfolio required)
- Skilled with an array of software applications to develop user interface, from concept mock-ups & interaction to final deliverable assets to development.
- Tech savvy, with knowledge of both desktop, web and mobile operating systems.
- Detail-oriented, able to take creative direction and adhere to brand and style guidelines
- Excellent time management and discipline to work to set deadlines.
- Familiarity with design productivity tools
- A passion for all things design, keeping up to date with the trends in the industry.

## Desired Skills

- Software:
  1. Sketch by Bohemian Coding or Affinity Designer
  2. Illustrator
  3. Photoshop
  4. Balsamiq or Keynote for mockups
  5. After Effects (optional)
- Excellent knowledge of:
  1. HTML5
  2. CSS, CSS3
- Good to fair knowledge of
  1. JSON
  2. Python
  3. QML(QT)
  4. PHP
  5. MySQL
  6. JavaScript
- Expertise in E-commerce platforms
- 3D CAD skills or knowledge of engineering software is a plus.

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## 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](mailto:jobs@thefoundry.co.uk) with the subject "Junior UX Designer".

## 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.