

## Web Developer Engineer

### 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

As a Web Development Engineer, you will contribute to existing and new projects by designing systems, RESTful APIs, client-side and server-side SDKs, authoring automated tests, and playing a part in the planning and delivering of projects and releases. You will be able to demonstrate significant personal success in implementing well-designed and implemented Linux-based scalable web-services using best-practise development methodologies. You will have used AWS or similar to host web services, and will demonstrate a complete understanding of a scalable web technology stack from server to client.

The web services may utilise a variety of innovative technologies relating to the creation and delivery of images and other content to the user, and you will demonstrate an ability to learn new areas of expertise in order to deliver systems which interface with these technologies.

The most important thing is enthusiasm. You'll have demonstrate an aptitude and passion for cloud powered, web technology, enjoy asking and answering demanding questions in order to identify the best approaches to achieving reliable, cost-effective and maintainable solutions.

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.
- Maintenance: You will be expected to pro-actively contribute to software quality and stability by fixing bugs and implementing minor features.
- Documentation: You will be expected to document your work clearly and concisely in the source code.
- Represent The Foundry in a non-engineering capacity e.g. sales and site visits: from time to time, you may be expected to visit post-production sites to demonstrate the product and gather requirements from end-users.

## The requirements

- Web service protocols: HTTP(S), REST, DNS, SSL
- OOP/ IOC /TDD, preferably PHP/Symfony/PHPUnit/Behat
- Familiar with version control, preferably GIT
- Familiarity with a cloud computing platform, preferably AWS
- Experience of non-relational Databases (Preferably DynamoDb, Redis)
- Confident Linux ability - Preferably CentOS/AWS Linux/RHEL/Fedora
- Web-server configuration - preferably nginx/php-fpm or similar
- Strong troubleshooting and problem-solving skills
- Good communication skills - good team player
- Confident self-starter
- Good organisation and time management.

## Other useful skills

- HTML5, CSS3, Javascript
- Python
- C++
- zeromq, using protocol buffers.
- node.js
- SPA frameworks (angularJS, backbone)

## 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 "Web Developer Engineer".

## 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.