



C++ Engineer - ASAP

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're after experienced C++ engineers to work on a research project in rendering and pipeline management. The ideal candidate will have 3 or more years C++ experience, and will have ideally spent much of that time working on rendering. We are after both real-time and/or ray tracing implementation experience. The candidate will have solid understanding of 3D math, and will be experienced in manipulating large 3D datasets. They should have a good understanding of spatial partitioning algorithms, and the type of pre-processing that 3D requires in order to be handled in an efficient and optimal manner.

In addition to any knowledge of real-time, shader languages and systems will be highly advantageous, as would knowledge of ray-tracing and path tracing knowledge. A solid theoretical grounding in shader algorithms including BRDF and BSSDF would also be highly beneficial.

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

- Produce solid time estimates, and work within them.
- Help design and architect rendering and pipeline systems, including breakdown of large systems into understood and manageable tasks.
- Produce documentation to back up the code produced and to report on the algorithms designed and implemented.
- Work well within a team and across disciplines.

Required Skills:

- Excellent C++ skills.
- Solid 3D Math skills.
- Working knowledge of shaders systems and algorithms.
- Successful development track record.
- Knowledge and experience of development tools and technologies.
- Good communication skills, organization, and time management.

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 "C++ Engineer - ASAP".

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.