Developer in Test – Flix

London

Foundry

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 Product

Flix is a visual story development tool for feature film, TV production, games, and more. Designed to promote fast-paced creative collaboration, Flix removes the technical barriers that can cause frustration and slow you down.

With Flix, directors, producers, story artists, editors, and 3D layout and previs artists can all collaborate in one easy-to-access place, letting them explore and iterate freely; deliver faster story turnarounds; and share involvement in the development of a project earlier in the process.

Moving the product forward to take advantage of cloud technologies is an important step in taking Flix forward. We are now rebuilding FLIX from the ground up, using modern technologies and design architecture.

The Role

We're looking for a talented Engineer to join our team in London to work on our core Flix development.

As a member of this team, you'll jump into the deep end of the latest web technologies like GoLang, PHP, Python and Javascript. You will build RESTful apis, fluid user interfaces, tools, test frameworks and microservices. You'll engineer your features to be scalable and modular in a large application, and you'll also embrace writing extensive tests that let your team move fast and break nothing.

- You'll brainstorm with Product Managers and Engineers to conceptualize new features.
- You'll learn about new web technologies and discuss potential solutions to problems.
- You will write unit and functional tests for your code.

This position reports directly to the Lead Engineer.

The Requirements

- Excellent breadth of web technology knowledge. Including GoLang, Python, Javascript or PHP.
- Experience of test driven development. Unit testing, bdd.
- Experience and knowledge of cloud technologies such as AWS/Google Compute
- Experience of commercial software development to deadlines.

- Excellent knowledge of development tools and processes.
- Cross platform development over two of OSX, Linux and Windows.
- Good communication skills, well organised, good time management.

Applying

If you meet the criteria, are eligible to work and are interested, please send your <u>covering letter, CV, salary expectations and notice period</u> to **jobs@foundry.com** with the subject "Developer in Test – Flix".

More About Us

Foundry designs creative software technologies used to deliver remarkable visual effects and 3D content for the design, visualisation and entertainment industries. Foundry's software advances the art and technology of visual experience in partnership with creative leaders across the globe. It enables clients like Pixar, Mercedes-Benz, Google, ILM, Weta Digital, Blizzard, The Moving Picture Company and Sony Pictures Imageworks to turn incredible ideas into reality by solving complex creative challenges.

The company was founded in 1996 and is headquartered in London, with 300 staff based across offices in Silicon Valley, Los Angeles, Shanghai, Austin and the UK. Foundry consistently invests in R&D to provide more efficient ways for its clients to bring visual concepts to life.

In 2015, the London Stock Exchange named Foundry one of its "1000 Companies to Inspire Britain." It regularly features in The Sunday Times' Tech Track as one of Britain's fastest-growing private technology companies, most recently in 2016 when it also won the Excellence in Service Award at the International Track 200 awards. Every single film nominated for the Academy Award for Best Visual Effects in the last five years was made using Foundry's software.

The company was acquired by HgCapital in 2015.

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