

Product Designer - Nuke

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The Company

Smart software for creative people.

Foundry is not just a technology maker or a software seller; we are here to empower artists and designers across the world by enhancing their creative potential. We seek to create a world where people can continually raise their creative potential and to champion creative people by developing tools, technologies and processes that empower them to bring their ideas to life, more quickly and effectively.

We believe in:

- Constantly challenging
- Always being approachable
- Committed partners
- Endless enthusiasm!

Our technology 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 salivating!

We are a little bit proud of what we achieve at Foundry and want to take you on our journey with us.

The Role

Reporting into the Technical Product Manager, the Product Designer for the Nuke Family plays a key role in the media production design division. Responsible for contributing to the design effort across the largest product family in the division, your role is to translate real world client requirements into insightful, effective and user focused design specifications to ensure that the product management team's vision is realised.

The Responsibilities

- Work closely with product management to distil functional requirements into clear design mockups and specifications for the engineering team.
- On a daily basis, engage with engineering to elaborate on conceptual ideas & design logic, and where appropriate, adjust designs as technical and workflow constraints arise.
- Conduct usability studies and share findings and proposals with the team
- Obtain a deep understanding of the features under your remit by experimenting with similar features in competing or related products.
- Help educate and support engineering team, and wider business where required,

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through knowledge transfer and training on product and industry.

- Spend time with customers, interact with mailing lists and forums to develop user stories and design specifications that meet client requirements

Key Requirements

- Degree in User Experience Design or related field
- 3+ years design experience in the technology sector
- Knowledge of Nuke
- A strong design portfolio (with examples)
- Ability to communicate design rationale & build consensus
- Strong interaction design and visual design skills
- Must be organized, have an eye for detail, and articulate ideas
- Ability to develop new approaches to complex design problems
- Excellent interpersonal & communication skills
- Ability to prioritize & manage work to critical project timelines
- Familiarity with project management tools
- Ability to work independently & collaboratively
- Self-confident, flexible & the able to find clarity in ambiguous situations
- UK Based, London Office

Desirable

- Interest in, or basic knowledge of Compositing and VFX
- Additional knowledge of similar packages e.g After Effects, Fusion, Resolve
- Ability to travel as needed (max 2 weeks per year)

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@foundry.com with the subject "Product Designer - Nuke".

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

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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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