

QA Engineer – MARI (FTC)

About Foundry

Foundry designs creative software technologies used to deliver award-winning 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, ILM, Weta Digital, 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.

QA at Foundry

Quality Assurance at Foundry is more than just your traditional testing role. We realise that software quality runs deeper than checking that software is functional. As a QA Engineer, you will have the responsibility to help steer the future of the world's leading visual effects software. You will work closely with software engineers, designers and artists, sharing your opinions on what make awesome software. With a keen eye for detail, workflow and design, along with an analytical mind, you will help to shape Foundry's products and will continue to make them the best in the business.

The Role

As a Quality Assurance Engineer on MARI, you will be required to qualify workflows, verify that bugs are fixed, design test cases and execute test plans in order to report back how well the software is performing. You will also carry out production style testing, working with industry standard VFX assets.

You will work closely with the Software Engineers and Product Manager at all stages

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of the release cycle to promote quality. Through Beta programmes and Foundry's Customer Support team, you will also come into direct contact with the artists who battle test our software, absorbing their feedback and thoughts.

On a daily basis, you will work closely with the Lead Software Engineer, to prioritize and assign bugs for the engineering team. Co-ordinating with the systems department, you will ensure that you have adequate hardware and software resources required for cross-platform software development.

We're looking for someone with a genuine passion for the visual effects industry.

This role will be on a 2 month Fixed Term Contract.

You will report to the Lead Software Engineer.

The requirements

- Ability to design, implement and document test processes, as well as ensuring that they are followed correctly.
- Effective reporting on working stability and build quality.
- Analytic problem solving, fault finding, and troubleshooting.
- Attention to detail.
- Experience working with Agile/Scrum methodologies.
- Onboarding of new team members and mentoring of junior QA engineers.
- Excellent communication - ability to make yourself heard and present your views in a persuasive, influential way.
- Knowledge of automated testing.

Beneficial

- Python or similar scripting languages.
- Experience with digital painting tools (e.g. Mari, Photoshop, Z-Brush, Mudbox, Substance Painter).
- Experience with VFX pipelines and processes.

Applying

If you meet the criteria, are eligible to work in the UK and are interested, please send your covering letter, CV, salary expectations and notice period to jobs@foundry.com with the subject "QA Engineer - MARI".