QA Engineer – NukeX

Dublin

The Role

Based in our Dublin office, we are looking for a QA Engineer to join the R&D team on one of the company's flagship product, NukeX.

As a QA Engineer, your work will vary from carrying out workflow tests and verifying fixed bugs, to designing test cases, and executing test plans in order to help determine the quality of a build. We are looking for a passionate and logical QA tester, who thrives at solving tough problems in a dynamic environment.

You'll work closely with other members of the team to ensure that product releases meet the required standards. You will also have the opportunity to liaise with clients and other teams within Foundry, including Documentation, and Support.

The role will be based in the Academy-award winning Research Team and will help guide the delivery of cutting-edge image processing tools. We are looking for a candidate who will act as the voice of the client, communicating ideas to the development team; someone who will become an integral part of development, testing and refining new workflows; an individual who is prepared to be pro-active, from investigating the requirements for new concepts, to delivery of automated tests for final products.

The Responsibilities

- Exploratory testing of new features in development

- Testing and review of completed features from development

- Release checking product functionality and workflows

- Setting up test footage and test cases based on client footage and requirements

- Setting up and updating automated tests for functionality and workflows

- Prepare alpha builds and perform release checks ready for product releases

- Actively engaging with the visual effects community through our email lists and forum

- Work with the Support Team to log, track and respond to bugs from clients

- Work with software developers to prioritise bugs and define development targets

- Work with software developers to coordinate testing and support in beta periods

- Liaise with clients to set up test-cases for bugs and new features

- Liaise with clients to assist with product workflows and new feature requests

- Support the development team in maintaining key client contacts

- Support the development team in reviewing and defining user requirements

- Support the development team by testing and feedback on new features

- Pro-actively investigate product requirements and workflows in media production

- Support the development of QA processes across the Research Team to ensure the timely delivery of high-quality image processing tools for visual effects

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.

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 "QA Engineer - NukeX".