Software Engineer - Katana

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 and Responsibilities

We are seeking a skilled, versatile and highly professional software engineer to join the Katana team in either our London or Manchester offices.

Reporting to the Lead Katana Engineer, your standard daily work will involve the design, implementation and testing of C++ and/or Python code. You will also engage in bug-fixing as required, liaising with other Engineers on the team and the Product Manager to ensure that the code meets the requirements specified. You are likely to contribute to every part of the codebase as part of your job.

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FOUNDRY.
imagination engineered

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You will be responsible for the solving and timely delivery of your assigned tasks. You will work on the Katana product, implementing new features as well as supporting technical requests from clients, and any fixing bugs which are identified. You are responsible for identifying weaknesses in working practices and ensuring any defined processes and standards are followed.

You will work closely with the Katana Lead Engineer and the other Software and QA Engineers on the team. You may also be asked to liaise with clients, and with other Foundry teams including QA, Support and Sales.

It is amongst your responsibilities to understand Foundry's business and the wider industry. You are encouraged to play an active role in communicating with and visiting customers, understanding and sharing requirements and proposed solutions.

Requirements

- Excellent knowledge of C++ and Python
- Experience in 3D graphics and rendering technologies, either real-time or ray tracing
- Successful experience of working in a development team
- Strong track record of independent problem solving
- Strong communication, organisation and time management skills

Nice-to-haves

- Knowledge of the VFX post-production pipeline, including 3D applications, renderers, compositing techniques, and 2D/3D paint packages
- Experience of commercial software development
- Experience of cross-platform development on Linux and Windows

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 "Software Engineer - Katana".

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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