

# Tools and UI Engineer

## Tools and UI Engineer

### 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

We're looking for a Tools and UI Engineer to join our team in Manchester working on our new design visualisation product. We are taking our existing technology stack from the world of visual effects, to deliver new workflows to new users in new markets.

Our development partners are big names from the world of architecture and engineering, and we have real assets from their portfolios to use in development. The product will encapsulate a complex workflow to take these assets, pre-process them, and deliver high-quality visual results to 2D and VR.

Reporting to the Lead Engineer, your work will focus on building new tools into our visualisation platform, encapsulating complex processing into easy-to-use modules.

We're looking for a seasoned desktop application engineer with experience developing complex PyQT-based user interfaces, ideally interfacing to Python and C++ components and ` systems. You'll be working on software that maintains, manipulates and displays complex large-scale 3D geometry. Experience in the geometric/graphics domain, dealing

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with geometric data, materials and similar concepts is beneficial, but not required.

Your standard daily work will involve the design, implementation and testing of complex PyQt-based user interfaces, with implementation code, along with bug-fixing as required. These interfaces will be specified by our designer and will co-ordinate complex tool pipelines. You will also liaise with other engineers in the team and the Product Manager to ensure that the code meets the requirements specified.

### The Responsibilities

- **Software design:** Helping your Product Manager/Owner and Designer work through their design ideas to derive sensible engineering designs and task breakdowns.
- **Estimation:** You will facilitate project planning by providing effort estimates for tasks assigned to you by the Lead Engineer. You will be expected to deliver on goals in a timely manner and provide regular progress updates.
- **Software Development:** Designing and implementing of high-level, complex software features using sound software engineering practices.
- **Documentation:** You will be expected to document your work clearly and concisely in the source code.
- **Maintenance and Support:** You will help maintain the software by fixing bugs, and also by helping our Support Team answer technical questions.

You will work closely with the Lead Engineer, and appraise them of any upcoming issues relating to the project. As an engineer, you may be asked to liaise with clients' engineers and with other Foundry teams including QA, Support and Sales.

You will be expected to understand The Foundry business and wider industry. You will be encouraged to play an active role in communicating with and visiting customers, understanding and sharing requirements and proposed solutions.

When appropriate you may be required to represent and support the company and project at external events.

You will report to the Lead Engineer on the project.

### The Requirements

#### Required Skills:

- Solid experience of commercial software development to deadlines and working as part of a team
- PyQt experience, developing software on Linux, with cross platform skills
- Full knowledge of Python
- Good communication, well organised, with time management skills.

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### Desired Skills:

- Understanding of multi-threaded programming topics and considerations.
- Knowledge of 3D geometry, graphics, rendering technologies and file formats.
- Knowledge of post-production, compositing, 3D applications and 2D/3D paint packages.
- C++, including knowledge of development tools and processes.
- Experience of game engines such as Unreal Engine or Unity
- Experience of building Tools and Pipeline in Foundry's Katana

### 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](mailto:jobs@foundry.com) with the subject "Tools and UI Engineer".

### 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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