

UI/UX Engineer – Flix (FTC)

London

Foundry

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 being:

- Constantly better
- Always approachable
- Expert partners

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 Product

Flix is a visual story development tool for feature film, TV production, games, and more. Designed to promote fast-paced creative collaboration, Flix removes the technical barriers that can cause frustration and slow you down.

With Flix, directors, producers, story artists, editors, and 3D layout and previs artists can all collaborate in one easy-to-access place, letting them explore and iterate freely; deliver faster story turnarounds; and share involvement in the development of a project earlier in the process.

Instead of reinventing existing tools, Flix acts as a way to collaborate and iterate by coordinating between the tools artists know and love including Nuke, Maya, Photoshop and others. This introduces a need to coordinate between different processes that may use different technology to fit into the Flix pipeline. Both Python and Actionscript are central to Flix's architecture, as is the ability to coordinate between multiple machines to efficiently process large amounts of visual and aural data.

Moving the product forward to take advantage of cloud technologies is an important step in taking Flix forward. Initially developed at Sony Imageworks as an on premise solution, scaling Flix to take advantage of services like AWS/Google Compute will be key to Flix's ongoing success.

The Role

We're looking for an experienced UI/UX Engineer to join our team in London on a fixed-term basis, working on our core Flix UI development.

Using your extensive knowledge of JavaScript, HTML, and CSS to improve the Flix web client, a complex electron application relied upon by artists, producers and directors every day. You will work with large datasets of hand drawn artwork and storyboard data to build a collaborative, intuitive user interface our users will love. You will work closely with back-end engineering and QA to spec, build, test and deploy new features.

- You'll brainstorm with Product Managers and Engineers to conceptualize new features
- You'll learn about new web technologies and discuss potential solutions to problems
- You will write unit and functional tests for your code
- You will help build a fast, responsive and effective user experience

This position reports directly to the Lead Engineer.

The Requirements

- Design centric UI engineer
- 3+ years' experience working on large scale JavaScript applications
- Experience with Angular2 or other JavaScript frameworks (React, Ember, etc)
- Expert knowledge in Javascript, TypeScript, RESTful APIs, HTML5, CSS
- Strong analytical problem solving skills
- Great visualisation and prototyping skills in Photoshop
- Ability to write clear, maintainable and well documented code
- Good verbal and written communication skills

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 "UI/UX Engineer – Flix (FTC)".

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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