

FACTORY 42

A woman in a grey dress is captured in a dynamic pose, dancing or moving across the dark floor of a large, industrial-style hall. The hall features a high, arched ceiling with exposed metal beams and large, multi-paned windows that allow natural light to filter in. The walls are made of brick and concrete, showing signs of age and wear. The overall atmosphere is dramatic and artistic.

Candidate brief for the position of
QUALITY ASSURANCE TESTER

Somerset House, Strand, London WC24 1LA



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1. Our Mission



Factory 42's mission is to change the way people experience entertainment.

Using our creative expertise, relationships and technology we will push the boundaries of storytelling and take consumers to new worlds of enhanced reality.

We know that world class story telling – our core strength – is the single biggest thing that defines our success – no matter what technology is involved. We are building a team of the best technical and creative minds to take advantage of the coming disruption in the TV, film and games sectors to create a new genre.

Using interactive technologies we are developing a multi-sensory approach to narrative and will build unique experiences that engage people's emotions and create presence and empathy.

We are platform agnostic and for broadcasters, brands, destinations and individuals we deliver premium experiences worth paying for.

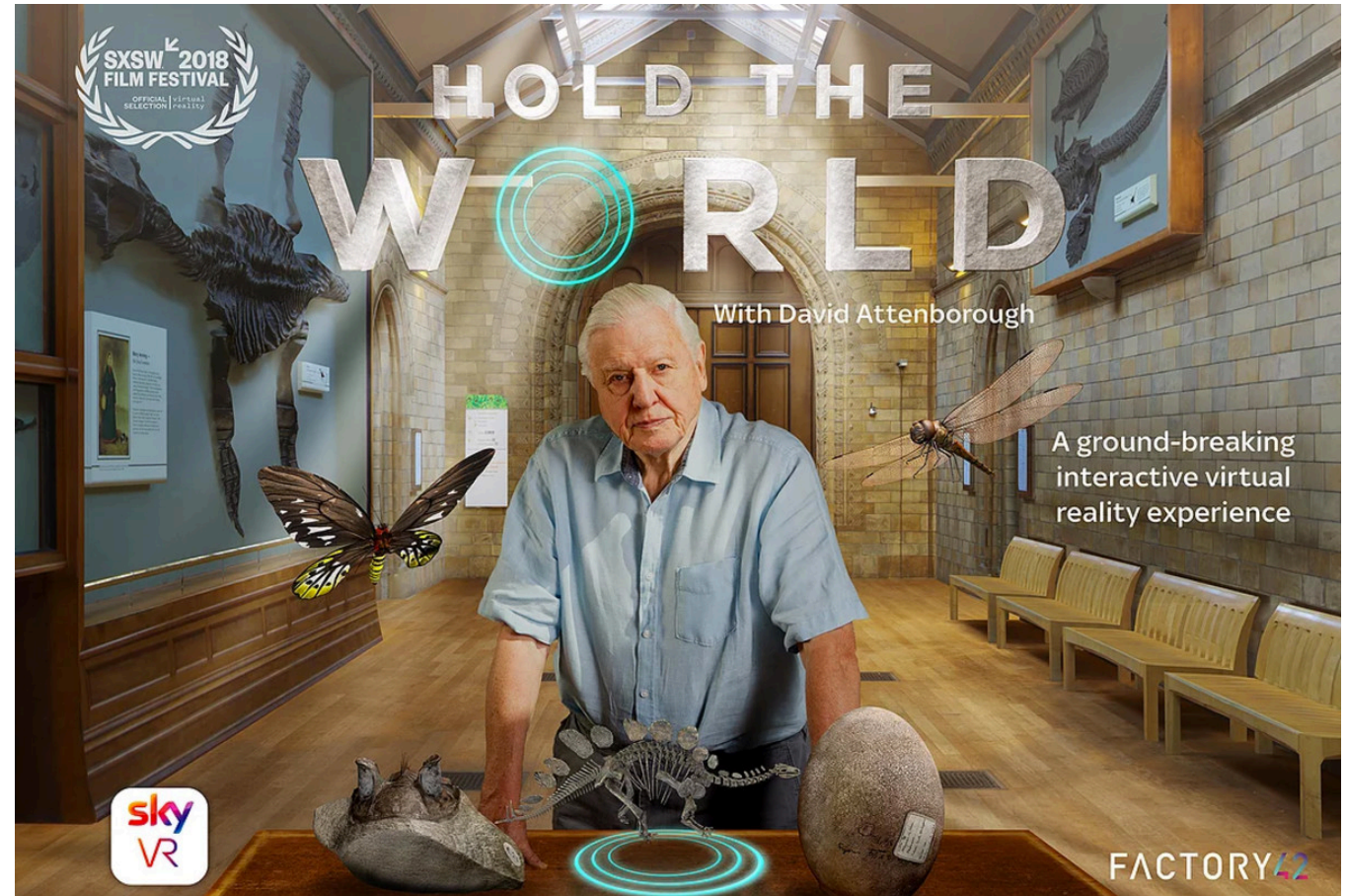
2. About Factory 42

Factory 42 is a fast growing next generation production studio creating world class content and experiences at the intersection of film and games.

We are a group of producers, designers, writers, directors, engineers, artists, software developers, architects, academics and neuro-scientists that creates compelling, immersive stories and experiences.

Recent projects include a ground-breaking Sir David Attenborough interactive VR project Hold The World at the Natural History Museum, and a high profile documentary, multiple VR experiences and a major exhibition at the Royal Academy of Arts.

Upcoming work includes Dinosaurs and Robots, two adventure game based mixed reality experiences at two of London's best known museums.



Recognition for our work



WINNER

Our Culture



We make content and experiences of the highest possible quality while enjoying what we do because.. well.. life is short.

We are creatively ambitious and brave.

We work hard and deliver to the highest standards. A lot of what we are doing is difficult but we relish solving complicated problems and breaking new creative ground.

We work with the best possible people in their fields, play to our strengths and learn from each other because we are stronger that way.

We all muck in where required and are flexible.

We all take turns to make the tea and do the washing up.

3. Our Partners



4. Our Location

We are based in Somerset House, a former Royal Palace overlooking the River Thames and on the edge of Covent Garden.

Somerset House is home to the largest and most diverse collection of creative organisations, freelancers, artists, makers and thinkers in London.

Our neighbours include the British Fashion Council, the Courtauld Institute of Art and an eclectic range of producers, developers, musicians, dancers, marketeers and artists.

Our first floor high-ceiling and light-filled office overlooks the River Thames, South Bank and Houses of Parliament. Directly below is a river terrace which in summer hosts a tented bar and pizza restaurant.

We have access to bike racks, showers and a snooker room and all staff get a 10-20% discount in the various bars, cafes and restaurants on site.

At Christmas the main courtyard has an ice rink, while in Summer it hosts gigs and the FilmFour season of outdoor film screenings. See video [here](#).



5. The Role: Key Responsibilities



- Working alongside the Lead QA Engineer to assist with planning, reviewing and execution of all types of testing.
- Working with the development and production teams to establish testing priorities and target testing in the most relevant areas.
- Creating and executing test cases.
- Bug reporting and regression.
- Documenting new and existing QA processes.
- Providing written and verbal reports on the state of testing.
- Working with actors and museum staff to coordinate audience testing with members of the public.
- Off-site testing and evaluation of location-based experiences.

6. The Role: Knowledge, Skills & Experience



ESSENTIAL

- At least 2 years of experience in a QA-related role or on a higher education course in a related area (e.g. ISTQB, Games Design/Development, etc.).
- Knowledge of Agile and Scrum.
- Knowledge of GitHub or similar software development VCS and project tracking tools (e.g. Perforce, SVC, Jira, Open Project, etc.).
- Experience with Unity or a related development platform.
- Ability to work closely with development teams and understand each discipline's role.
- Ability to work autonomously and proactively, without needing to be given specific instructions or tasks.
- Friendly, communicative and confident in your own ability.
- Willing to assist with light physical activity, such as lifting, carrying, setting up hardware and prolonged periods of moving around.
- Willing to occasionally travel off-site to different areas of London or the UK for several days.

6. The Role: Knowledge, Skills & Experience (cont.)



DESIRABLE

- Experience with immersive technology: VR, AR or Magic Leap.
- Experience of working closely with development teams in an Agile environment using Scrum framework.
- Using GitHub for development and bug tracking.
- Scripting or programming experience (Python, C#).
- A love of immersive theatre, escape rooms, secret cinema, theme park walk-throughs or location-based experiences.