

# Vacancy: Software Engineer - Audio Programmer

## Role Description

### Date

15<sup>th</sup> September 2017

### Job Description

Virtual Arts Ltd is a virtual reality and augmented reality studio focused on games and experiences for mobile. We are developing our technology from scratch and we are hiring experienced programmers that can cover different areas of software development.

This role is for an Audio Programmer who wishes to be part of a dynamic team of Senior and Junior Programmers. You will drive the team to achieve high audio quality, performance and reliability.

### What you will be doing:

- Writing code from scratch to support the audio system of engine, tools, sample code etc.
- Developing new technologies for virtual reality and augmented reality (engine, tools, libraries).
- Research new technologies and push the limits of the hardware and Virtual Reality techniques.
- Learn about techniques and technologies and implement them in an efficient way.
- Performance analysis and optimizations (both on PC and mobile).
- Contribute to our regular planning and roadmap.
- Work closely with a team of professional artists that produce content for our games, experiences and demos.
- Test internal code and products
- Support marketing efforts (e.g. social media and blogs)
- Write and deliver internal and external presentations

We have also open positions for 3D and VR graphics experts.

### Skills & Requirements

- Professional experience with C/C++ and other languages like C# or Java
- 1 or more published game titles (or products used in published game titles) or experience in other creative/technical development environment
- Knowledge of audio processing technology such as mixing, sample rates, audio compression, filters, reverb
- Knowledge about high performance software
- Team oriented with a hands on approach
- Code optimization/runtime analysis (on mobile devices is a plus)

We promote learning and expansion, depending on desire and ability you might be asked to contribute in the following areas:

- Sound Forge
- Wwise
- Unity
- Albeton
- Multithreading and parallelism
- High performance networking
- SIMD
- Android native development
- Game development

## Location

We are headquartered in Cambridge (UK) but will consider remote working for the right candidate.

If working remotely, candidates must be prepared to travel to Cambridge approximately twice per month for the first 6 months.

Overseas candidates will also be considered.

## Remuneration

Competitive salary, benefits package and equity.