

Vacancy: Software Engineer - Senior Graphics Programmer

Role Description

Date

15th 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 a Senior Graphics Programmer who wishes to help build and manage a dynamic team of Senior and Junior Programmers. You will drive the team to achieve high visual quality, performance and reliability.

What you will be doing:

- Build and run a team of internal tools/tech/game programmers.
- Developing new technologies for virtual reality and augmented reality (engine, tools, libraries).
- Software architecture for components that go from UI to very low level (close to the hardware).
- 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

In your job you or your team (depending on skillset) will be working on areas like:

- High performance multi-threading
- Networking
- Computer vision
- Custom tools
- Demos
- 3D sound
- Profiling
- More.

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
- 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:

- Rendering APIs like OpenGL, DirectX, Vulkan, Metal
- Multithreading and parallelism
- High performance networking
- SIMD
- Android native development
- Game development
- Tools 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.