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Software Engineer

Description

We're looking for people to join our growing team who:

- Seek out challenges and are comfortable with the unknown
- Thrive in fast-paced, innovative, creative environments
- Are expert communicators and collaborate well with others
- Take initiative to solve tough problems
- Are passionate about revolutionizing storytelling through virtual reality
- Most importantly, have got grit

Responsibilities

- Join the team that designs, implements, and maintains our platform for virtual reality content
- Architect high performance, scalable solutions for media consumption
- Partner with designers, product managers and colleagues to implement UX and design
- Extend existing platform to incorporate new functionality and features for an improved user experience
- Unit-test code for robustness, including edge cases, usability, and general reliability
- Complete bug fixing and improve application performance

Qualifications

- Experience building applications for windows and OSX
- Experience with OpenGL, shaders, etc.
- Solid understanding of the full development life cycle
- Experience working with remote data via REST and JSON
- A deep familiarity with C/C++

Optional, but a major plus

- BS/MS degree in Computer Science, Engineering or a related subject
- Experience working with a start-up
- Experience developing for mobile
- Experience with Unity
- Experience with Metal
- Experience with Video libraries, encoding, etc.

Primary Job Duty: Lead Programmer

Primary Software: OpenGL, OSX and Windows platforms
Secondary Software: REST, JSON
Other Software: Unity, Metal

Salary: DOE

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