Lumenous

San Francisco, California - United States

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Back-end Software Engineer @ AR Display Startup

Description

Lumenous is a stealth VC funded startup, creating a device that will turn everything into an animated display. We use off the shelf video projectors to map display onto real world objects. We can't give you details yet, but you can check out our previous work: Microsoft's Illumiroom, Microsoft's RoomAlive and Bot & Dolly's Box. See more at lumenous3d.com.

We are an eclectic group of visionaries, computer vision and graphics experts, human interaction designers and creative thinkers. We are growing quickly and this your chance to help shape the future of computing.

Back-end Software Engineer

As a back-end software engineer at Lumenous, you will be implementing desktop and embedded linux applications running on our products. We have a top-notch team that has created system prototypes, and now we need to optimize and productize these prototypes. You will have the opportunity to work independently and in small teams and will have significant creative control over your projects/teams. You will be the resident C/C++ expert at Lumenous, but you should be able and willing to learn new languages/platforms if necessary and tackle difficult and ill-defined problems daily.

Required expertise:

 C/C++, including debugging tools

 C++ toolkits (e.g. boost, Qt)

 3-10 years of experience productizing, testing and shipping applications to end-users

 BS/MS in Computer Science or ECE.

 Agile development

 Unit testing

Ideal candidates will also have industry experience with:

 Embedded (ARM) compilation and deployment

Bonus points for experience with:

 Computer vision or robotics toolkits (e.g. OpenCV, PCL)

 Game engines (Unity, Unreal, custom engines)

 Computer graphics (OpenGL/DirectX and shader languages)

 Video encoding / decoding

Benefits

 Own the direction and impact of your work

 Play with all the coolest and most cutting edge toys, gadgets, and tech

 Work within a world-class team

 Help define the future of computing

Primary Job Duty: Tools / API

Secondary Job Duties: Client / Server Programmer, R & D / New Technology

Other Job Duties: UI / Front End / HUD, Shader Writer / Creation, Math / Physics / Algorithms, GAME ENGINE

Primary Software: C

Secondary Software: Linux, OOD / OOP, embedded

Other Software: OpenGL, OpenCV, ARM, video compression

Salary: DOE

Relocation: Yes