## JOB ADVERTISEMENT

## Software Engineer for C++, Qt

Our R&D team in Wiesbaden, Germany is looking for a strong Software Engineer.

**You will**

- design, develop and test user interfaces for desktop and mobile devices,
- continue development of core technologies for 3D capture and display,
- develop APIs, SDKs and plugin-systems,
- integrate our software with new hardware and sensors,
- develop internal tools.

**You have**

- completed a degree in Computer Science or a related field,
- many years of practical experience with C++,
- an interest in Front-End- and User-Interface-development,
- an interest in 3D Computer Vision / Computer Graphics, GPUs, mobile devices,
- strong team-working skills, an eye for detail and the willingness and ability to learn new technologies quickly.

**Ideally you also have**

- Job experience as a SW Engineer,
- experience with cross-platform development,
- experience with development for mobile devices,
- experience with Computer Graphics / OpenGL,
- experience with Linux, Unix, Shell-Scripting

Technologies we use are C++, Qt, and GPU/Shader Languages. Our target platforms are Windows, Android, iOS and MacOS.

Apart from the opportunity to work on cutting-edge 3D technology in an international high-class team we also offer outstanding compensation, a nice work place in the city of Wiesbaden, latest developer hardware / workstations, flexible work hours and the opportunity to co-create our still young company.

This is a full-time position in Wiesbaden, Germany.

We look forward to receiving your complete application documents (resume / CV, grades / certificates, recommendation letters if possible).