

## **C++ Developer**

**Be part of our success!**

**New challenges are waiting for you in our dynamically growing team of virtual studio software developers**

Responsibilities:

- C++ development in Visual Studio environment
- Creation of new modules and maintenance of existing ones
- Development and maintenance of video and audio I/O systems
- Integration of video and audio I/O systems
- Integration of video codecs
- Maintenance of broadcast graphics render engine

Requirements:

- Minimum 3 years experience in C++ software development (even a hobby project)
- Basic knowledge of linear algebra
- Basic knowledge of a 3D render engine API (eg. DirectX, OpenGL)
- Intermediate knowledge of English (written)

Advantages:

- Knowledge of DirectX 11
- Experience in development in real-time engine development
- Knowledge of handling FFmpeg and video codec
- Knowledge of the API of video capture cards
- Experience of video and/or signal processing
- C# development experience

**Aximmetry offer**

- Very competitive salary
- Exciting tasks and new challenges
- Full time employment
- Flexible working hours
- International projects
- A unique growth opportunity
- The ability to learn rapidly
- Progressive Management
- Currently we prefer working from Home Office but there is also the possibility of working in our modern, pleasant office (disinfected daily) if preferred



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