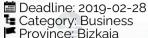


3D GRAPHICS SOFTWARE ENGINEER

Company Description

WE ADDRESS AND EXECUTE AUTOMATION PROJECTS IN COMPANIES We solve companies' management problems : manufacturing, logistics, shopping, commercial, finance ... In areas of product knowledge representation, processes or services to automate the value chain of any business. Through the implementation of knowledge management tools to share and reuse any type of digital information. We Launch in our data centers the systems and communications infrastructure necessary to operate the applications with maximum security.

Information



-28 S Country: Basque Country s City: DERIO

Company

SEMANTIC SYSTEMS



Main functions, requisites & benefits

Main functions

- To develop, debug, modify and optimize any of the components and tools of the 3D engine in real time.
- Design and implement new functionalities, derived from the needs of products and projects.
- \cdot Support the products and projects in the optimal use of the 3D engine.

Requisites

We are looking for someone with a passion for graphic programming. She / he will be part of the R & D Software team depending directly on the department director.

Essential

- Solid knowledge in the following areas:
- Programming in C ++ language 11/14.
- Programming 3D graphics in real time using OpenGL.
- Experience in the programming of shaders in GLSL language.
- Knowledge of multi-threaded and multi-threaded programming.
- Experience with the Microsoft Visual Studio development environment.

Valuable

- Knowledge of JavaScript language.
- Knowledge of WebGL.
- Knowledge of GPU architectures and parallelization with OpenCL.

Benefits

We offer the opportunity to be part of a young, dynamic and innovative team in a company with a high R & D component and clear vocation for solving the problems of our customers through our technological platform and our own software products.