



Graphics Engineer

This is an exciting opportunity to become an integral part of the award-winning ZeroLight team, working at the forefront of 3D technology and partnering with some of the biggest brands in the business world. We're looking for dynamic individuals seeking to push tech boundaries in this forward thinking studio.

RESPONSIBILITIES

- To develop new graphics features and enhance our cutting edge real-time Virtual Environment rendering engine
- Design and implement software that will bring virtual renderings closer to real world imagery
- Create real-time experiences that work across the ZeroLight Omnichannel, from VR to the Cloud
- Design and implement software that pushes the limits of what's possible in order to create world leading visualisation products
- Work closely with artists and programmers to develop advanced techniques for producing cutting edge visual effects
- Develop technology on state of the art high specification PC hardware
- Work as part of an award winning development team across a range of products for our high end automotive partners.

KEY SKILLS

- Must have strong software engineering and debugging skills
- Knowledge and experience with a range of commercial game and rendering engines
- Algorithm, code optimisation, and 3D principles experience
- Experience in profiling and implementing optimisations on both GPU and CPU
- Extensive knowledge and up to date experience of graphics rendering and visual effects technology is essential
- Strong mathematics, 3D Maths, C++, C#, HLSL/cg, OpenGL and DirectX 11/12 skills
- Ability to design complex reusable systems
- Ability to debug both high and low level problems
- Experience with high-end PC development
- Ability to understand and optimise previously developed code
- Multiprocessor and/or multithreaded programming experience would be beneficial
- At least 4 years professional programming experience

USEFUL EXTRAS

- Bachelors Computer Science degree or equivalent
- Knowledge of real-time surface rendering algorithms including physically based rendering techniques
- Experience using profiling tools for both CPU and GPU (Tuner, GPAD, PIX, GPA, VTune, etc.)
- Ability to research, implement and modify existing techniques

To apply for this position please send your CV and demo to:
careers@zerolight.com

