



## Software Engineer

At ZeroLight we live by four key values – innovation, quality first, market focus and collaboration. As Software Engineer your role will incorporate these values as you work at the forefront of 3D technology and partner with some of the biggest names in the automotive and technology world including Audi, Pagani, Unity and IBM.

The role requires an experienced and dynamic developer seeking to push tech boundaries in this forward thinking studio.

The Software Engineer will work to push forward the agenda for innovation. This is a new role within the team that presents an amazing opportunity to work with cutting edge, disruptive technology in a high energy, collaborative environment.

### RESPONSIBILITIES

- Develop, write, test and debug visual experiences and associated authoring tools.
- Write clear, maintainable and portable code.
- Designing and implementing solutions to challenging technical problems in the area of 3D interactive applications.
- Regularly report progress to line manager as well as be able to present solutions to peers.
- Support and promote the ZeroLight quality first ethos.
- Dealing with changing problem parameters and customer needs.

### REQUIREMENTS

- Minimum 2 years' experience.
- Expertise in C++ or C# and object oriented design principals a must.
- Comfortable working within an existing code base.
- Able to identify and solve problems creatively.
- Excellent analytical and mathematical skills.

### DESIRABLE

- Python experience.
- Unity experience.
- Knowledge of Shaders and Javascript would be a bonus though not essential.

To apply for this position please send your CV to

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