



Tech Director

This is an exciting, newly created role in the team responsible for winning 8 awards for innovation in technology over the past two years.

At ZeroLight we live by 4 central values – quality first, market focus, collaboration and innovation. The Tech Director will incorporate these values and play a key role managing the Graphics & Rendering Team, working at the forefront of 3D technology and partnering with some of the biggest brands in the automotive and technology world including Audi, Pagani, Unity and Nvidia.

We're looking for someone who is passionate about pushing the boundaries within technology, particularly in the fields of VR and AR. The successful candidate will be joining a small team of dedicated specialist developers in a forward thinking, state of the art studio.

THE ROLE

- Manage and develop part of the industry leading ZeroLight technology team
- Recruit and train both experienced and junior developers to expand the team further
- Lead development on 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, 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.

THE PERSON

- Management experience and an enthusiasm for developing talent is required
- 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 6 years professional programming experience

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