

# **SOFTWARE ENGINEER**

## **Job Description:**

Cyberglove Systems LLC is a Silicon Valley based developer of high end glove based data capture devices for motion capture and virtual reality markets. The company is expanding into the motion capture space and seeks a high energy, self starting software engineer to facilitate the company's growth. The software engineer will have broad responsibilities including product development, production support, demo development and research and development. As a tiny start-up company, CyberGlove Systems provides a great work environment and tremendous opportunity to grow.

If you have the requirements below, along with a passion for motion capture or virtual reality, please send your resume to [careers@cyberglovesystems.com](mailto:careers@cyberglovesystems.com) with sweng-01 in the subject line.

## **Responsibilities:**

- System design, development, integration, test and documentation duties to ensure proper operation of hardware and software platforms
- Provide technical software support to users
- Actively contribute ideas to team discussion and assist in the maintenance of company technology assets
- Software product maintenance
- Demo development
- Research and development to support new products and features

## **Requirements:**

- Minimum 3 years of experience in software development with emphasis on graphics and virtual/augmented reality simulation algorithms in 3D environment
- Thorough knowledge and development expertise in C++ (3 years minimum), .Net languages, Java, OpenGL (>1 year) and/or DirectX
- Clear understanding of modern rendering pipelines including shader development
- Background in computer graphics, CAD/AutoCAD, avatars in 3D simulation or whole body motion capture
- Some knowledge of and experience with embedded systems and/or firmware development
- Strong math, computer graphics and engineering background with good understanding of real-time 3D APIs, animation systems and graphical user interface design skills
- Proficiency in the use of debugging tools, able to debug remote user's problems

## **Nice to have:**

- Knowledge of mechatronics, motion control or robotics
- Experience debugging complex systems that include software, firmware, electronics and mechanical assemblies
- Able to face customers
- Able to improvise in the field