Exercise on Software Process

This is a true story, quite a coincidence.

I received the email below from WOMP, a company trying to hire a software engineer. First, please read that email below and the ad appended to this exercise, then answer the following Questions:

1) Which Software Process does the company use?

2) Which sentence in the ad. gave you that indication?

3) Why do you think that is an appropriate software process for this company?

From: Bian Yunzhi

To: Luiz Fernando Capretz

Subject: Womp is hiring, I need your help!

Dear Prof. Luiz,

My name is Yunzhi Bian and I am the co-founder and CTO at Womp - a venture-backed NY-based startup building an all in one easy to use browser-based 3D creation tool.

Womp allows anyone to easily import, build and share 3D models (Mesh/B-rep) in a live-collaborative environment with other creators. We've already built an early version, and are looking to perfect some of our functionality. Some of the problems we are working to resolve are dynamic mesh rebuilding, robust volume mesh operations, non-manifold mesh repairing, reverse-designing mesh into B-reps, compressing various 3D spatial data, and so on.

My team and I are looking for talented computational geometry software engineers to add to our team. We are looking to bring someone on-board as a full-time team member with a competitive salary and compensation and are open to remote work.

Attached is a more detailed description of the job: Please see next page.

Would you know any software engineers who could be a good fit and candidates for the position?

Regards,

3D for all

Bian Yunzhi | CTO |

New York, USA

Senior Computational Geometry Engineer

Womp is a new social & creative 3D platform that combines all of your 3D needs into one. It's the all-in-one workspace for you and your team. Whether you're a creative who has already dipped their toes in 3D or if you have no experience at all—Womp is for everyone.

🌈Check out our recently launched product hunt page. **We're recently Venture backed and growing fast.**

🌱 OPPORTUNITY

As a senior engineer you will be working directly with the CTO and engineering team throughout the launch of our alpha beta. You will need to be flexible with the ability to multitask and work well under pressure. As one of our first hires you will have the opportunity to help shape the engineering practices, be involved with future hires, and impact the direction and focus of our product. This role is a long term position with a lot of room for growth as the company scales.

📈 RESPONSIBILITIES

- Participate in weekly product meetings and daily stand ups
- What you'll be working on:
  - dynamic mesh rebuilding
  - robust volume mesh operations
  - non-manifold mesh repairing
  - reverse-engineering meshes to B-reps
  - 3D data compression

🦋 EXPERIENCE

5+ years of experience

You have experience developing computational geometry software or have contributed to an open-source library. You have worked within a team to solve complicated issues and have excellent communication skills. You are able to use theoretical knowledge in real-life situations and applications. You are an expert computational geometrist and are very comfortable with linear algebra, c/c++, and GIT.