

AUDIO DEVELOPER C++/C# (gn*)

*gender neutral

As an Audio Developer, you will work in a small, cross-functional team, developing professional 3D audio applications. If you are passionate about software development and audio, join us as in a multifaceted creative co-working environment that supports individual growth and sharing knowledge. We offer a highly motivating challenge for team players interested in working in an innovative and international company.

The position will be full-time and located at Dear Reality, Düsseldorf (Germany).

YOUR JOB:

- Develop new tools for 3D audio production in the field of linear and interactive media
- Planning and creation of outstanding software for immersive audio production as part of the Dear Reality development team
- Develop tools for mixing spatial audio in XR with Unity3d
- Test, debug and fix issues in dearVR powered products as they arise

YOUR QUALIFICATIONS:

- 3+ years of programming experience across audio, game engine and/or tools
- Excellent C++ programming skills
- Good knowledge of C# and Unity3d game engine
- Experience in Test Driven Development (Google Test / Google Mock)
- Experience with CI/CD pipeline (Jenkins) and C++ build system (CMake)
- Team player with very good communication skills
- Desire and ability to work independently and in a goal-oriented manner

ADDITIONAL INFORMATION

Applications should include the earliest starting date and your salary expectation. We are eager to receive your feedback!

Bewerbung in Deutsch oder Englisch, beides möglich und willkommen. Wir freuen uns, dich kennenzulernen.

ABOUT DEAR REALITY



Dear Reality GmbH is a 3D audio technology software company, based in Düsseldorf, Germany. Our commitment is to deliver high-quality, cutting-edge 3D audio technology and software tools for interactive and linear audio production. We are working on an optimized end-to-end workflow for all kinds of spatial audio productions.

Since 2019 Dear Reality is part of the Sennheiser group.