



DEARREALITY

GENERAL PROGRAMMER - AUDIO/ C++ (F/M)

As a General Programmer you will work in a small, cross-functional team with a strong focus on agile manifesto. You will develop systems for a wide range of 3D audio technologies facilitating, linear professional audio as well as interactive game audio and VR & AR productions. You will design, implement, and ensure the proper functioning of our dearVR software tools.

If you are passionate about audio and already have some DSP and audio programming experience, join us 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 showing personal initiative in an innovative and international company.

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

YOUR TASKS

- Develop 3D Audio technology in collaboration with domain experts, technical artists and other programmers
- Working on our dearXR augmented audio SDK
- Re-factoring of our proprietary engine to make it ready for major releases
- Debug and fix issues in dearVR powered products as they arise

YOUR QUALIFICATION

- 3+ years of programming experience across audio, game engine and/or tools
- Excellent C++ programming skills
- Knowledge of audio and programming multithreaded real-time environments
- Experience in Test Driver Development (Google Test / Google Mock)
- Experience with build systems (Cmake, Xcodebuild, MSBuild)
- Experience with Lockfree programming (std::atomic)
- Self-motivation, good communication skills
- Proactive and team orientated personality

ADDITIONAL INFORMATION

Applications should include the earliest starting date and your salary expectation. Looking forward to hear from you.

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



DEARREALITY

Dear Reality,

We are a 3D Audio technology software company, founded in 2014 and based in Düsseldorf. Our commitment is to deliver high-quality, cutting-edge 3D audio technology and software tools for interactive and linear audio production. As a close partner of the audio giant Sennheiser, we are working on an optimized end-to-end workflow for all kind of spatial audio productions.

Please see www.dearvr.com for details on our products and technology.