

Job Description

Software Engineer

Short Fuze are seeking a talented software engineer to work on an industry-pioneering software tool that enables users to create their own movies.

This is an ideal opportunity for someone with relevant experience, who is looking to undertake a versatile and rewarding role within a young growing company. The applicant should be capable of writing code at a quality level suitable for commercial distribution worldwide as part of a leading machinima application.

This is a great opportunity for a proficient software engineer to undertake a versatile and rewarding role within a young growing company.

Job Description/Responsibilities

General

- Working to clear and defined milestones within a project and strict time constraints
- Assist the Project Manager to develop suitable production schedules
- Where required, input into the design of the Moviestorm product through the involvement in specification and planning phase
- Direct report to the Head of Engineering

Technical

- Where required, to develop functional prototypes of new features
- Where required, to undertake R&D projects to further the advancement of the product
- Where required, input into engineering-related technology features and strategy
- Ensure written code achieves the agreed company standard before integration
- Monitor, communicate and apply quality standards created or maintained by the market, and where appropriate integrate within internal quality management systems

Attributes

- Able to follow instruction, and be relatively self sufficient
- Can handle shifting schedules, set priorities, and handle multiple projects with team support
- Passion for creative media (games and film) and the user experience
- Someone who always strives to improve
- Exceptional attention to detail
- Ability to think and learn quickly as project needs change
- Proactive and objectives driven
- A team player with good communication skills
- A disciplined and professional work ethic

Experience

The right candidate will have experience and/or talent in one or more of the following areas:

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- Construction of novel 2D & 3D user interfaces
- 3D rendering (OpenGL or DirectX) and shaders (Cg)
- Modelling and simulating 3D environments
- Geometric construction
- Skeletal animation, spring systems, rigid body physics, or similar
- Video encoding/decoding (DirectShow or Quicktime) and audio processing
- Experience in Java with Swing and JOGL is highly desirable but not essential.
- Experience in developing 3D games for PC and/or console is also desirable but not essential
- At least three years experience of relevant software engineering preferred

Package

Package: Negotiable, commensurate with experience and ability

Location: Cambridge

Start: Q3, 2008