



ARE YOU CREATIVE

Vizrt Austria GmbH is located in Vomp, just outside Innsbruck in the middle of the Alps. You will find yourself working in a modern environmentally friendly building. You will work together with international people where team spirit is king and work life balance is not only a phrase. We develop core components of the Vizrt product family. To strengthen our research & development we are now looking for a

C++/OpenGL Software Engineer (m/f)

for one of our front-end teams. You complement the existing Renderer-Team with your programming expertise and design, create and maintain our 3D realtime renderer called Viz Engine. You will identify bottlenecks and bugs and find smart ways to remove them. The overall responsibility is to deliver high quality solutions. Your contribution will be crucial to meet our customer requirements in the best possible manner

Required skills/competencies and experience for this position:

- Bachelor degree in computer science or equivalent skills and experience
- 1-2 years professional experience in developing software in a team
- Strong C++ programming skills
- Good understanding of OpenGL and/or CUDA
- Business fluency in English

If you find this interesting and would like to be a part of our team submit your application by clicking the [‘Apply now’](#) button including your CV, grade transcript and other relevant documentation. Watch out what our employees are sharing about [Vizrt](#)

Vizrt provides real-time 3D graphics, studio automation, sports analysis and asset management tools for the broadcast industry. This includes interactive and virtual solutions, animations, maps, weather, video editing and compositing tools. Vizrt has customers in more than 100 countries worldwide including such as CNN, CBS, Fox, the BBC, BSKyB, Al Jazeera, ITN, ZDF, Star TV, Network 18, TV Today, CCTV, NHK and the list keeps growing. This is possible due to 600 engaged and very competent employees in 40 offices around the world. The global headquarter is in Bergen, Norway. Read more at www.vizrt.com