

UI Software Engineer C++ / Qt

BUF Compagnie

Région de Nantes, France

Job description

We are hiring a Software Developer for our in-house software and pipeline tools in our Nantes studio. Focused in building innovative software that enables our artists to fully realize any Director's vision, we are looking for someone able to have a leading role in the Software Development team.

Key Responsibilities

- Lead and maintain the development of the UI/UX of the creative suite
- Develop and improve existing tools to enable artists to create the best content possible.
- Work with members of the development team to help resolve issues and solve problems.
- Communication of tasks, challenges and workflows across a globally distributed team.
- Contribute technical and user facing documentation.
- Work with teams cross site in the development of artists and pipeline tools.
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Skills and Experience

- Significant experience in software engineering
- Proficient and Passionate designing simple UX/UI for complex algorithms and systems
- Degree in Computer Science, Engineering or a Technical Degree
- Advanced knowledge of C++ 11 or 14, Qt, and OpenGL, Python a bonus
- Competency with Linux operating system and developing on this platform
- Knowledge of Computer Graphics or VFX applications is an asset

Personal Attributes

- Strong social skills, ability to understand needs, user behavior, and problems
- Very well organized with strong communication skills and an excellent attention to detail
- Highly dedicated and able to work independently and as a team
- Delivery oriented and ability to stay calm in a fast-paced and high pressure environment
- Proficient in French and English