

**September 2018**

**C++ programmer**

We are looking for an experienced, security and stability focused general C++ programmer capable of maintaining, architecting and implementing a wide range of systems around an existing general-purpose simulation engine that is in constant use around the world.

**Skills:**

- 3+ years C++ (including C++ 11) programming experience with standard C++ library
- Excellent object-oriented design for scalable systems with minimal technical debt
- OpenGL 3.2+ experience (including shaders) and familiarity with computer graphics development
- Good experience with at least one other language, such as Python, PHP, Java, Objective C, etc.
- Familiarity with native multi-platform development under Windows and a Unix based operating system (Mac OSX, Linux)
- Development under XCODE (6.1+) or Visual Studio 2012+

**Helpful:**

- Experience with large complex engines
- Database and web integration, sockets, etc.
- GIT experience for source control
- Interest in Artificial Intelligence
- Native application mobile development: Android, iOS including Objective C
- PHP/MySQL/JavaScript

**Must have:**

- Experience in delivering reliable, secure and well documented code in a continuous release environment with multiple stakeholders
- Ability to work effectively and collaboratively in a small team but also self-sufficiently
- Effective communication skills: documentation, understanding requirements and being involved in design and development are a major part of this role

This position reports directly to the CEO/COO and involves all aspects of the development of Ososim's simulation engine. This includes maintenance, refactoring, general development, and design and implementation of new systems that further improve the range and depth of simulations that we are able to provide to clients.