Graphics Software Engineering Opportunities

July 2021

Company: LunarG

Categories: Vulkan, SPIR, OpenXR, OpenGL ES, OpenGL

Job Type: Remote, Onsite

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Looking for a new challenge? Based in the Denver & Fort Collins, CO area, LunarG is looking for talented 3D graphics software developers to help us deliver world-class, 3D graphics solutions. What do we mean by that? We create and troubleshoot graphics drivers, developer tools, SDKs, and Vulkan and OpenXR ecosystem components for the game console, desktop, and mobile markets. We also help companies who are getting started with Vulkan or need help with performance tuning or shader compiler projects. You can help us tackle these challenging problems.

LunarG is an independent, software consultancy that will provide you with the opportunity to work on an interesting variety of technologies. Our projects range from open source to proprietary, working with a wide range of clients across the Gaming, VR/AR, and Consumer Electronics industries. Many of our projects support open standards from Khronos and we enjoy contributing to and supporting the open-source community.

Our firm stands as a leader in the 3D graphics solutions arena and is at the forefront of new technologies. You will work with some of the best and brightest engineers in the 3D graphics industry.

We are looking for experienced developers with some or all of these skills:

- Bachelor or Master degree in Computer Science, Computer Engineering, or a related engineering field
- 5+ years of development experience or master level computer-graphics-focused study
- Graphics driver, API, and tool development using C++ and C (strong engineering skills in these languages are essential)
- Strong knowledge of GPU and CPU architectures
- Experience with 3D games, game consoles, and VR/AR development
- C, C++, Bash, Python, GIT, CMake, XML

- Experience and expertise with Graphics standards (e.g., Vulkan, OpenXR, OpenGL, OpenGL ES, Direct3D 12, SPIR-V, GLSL)
- Experience with LLVM compiler optimization technology (or similar)
- Experience with compiler backend technologies targeting GPUs and DSPs
- Experience with optimizing/tuning graphics drivers, shader compilers, shaders with hardware acceleration
- 3D Graphics development on multiple platforms such as Linux, Windows, Android, macOS, and iOS
- Open source development tools and methodologies
- Continuous Integration solutions and methodologies

If this sparks your interest, please contact us at jobs@lunarg.com. We look forward to hearing from you!