Senior 3D Graphics Software Engineer

Looking for a new challenge? Want to help drive the Vulkan API standard forward in the industry? 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.

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 game development, AR/VR, medical, and GPU markets. Many of our projects support open standards from Khronos and provide the satisfaction of contributing to and supporting Khronos open standards.

We pay competitively with strong bonuses. Our company culture is an environment that fosters teamwork and collaboration. LunarG strives to shed itself of large-company overhead and inefficiencies that don't provide direct value to our business, clients, and employees. There is transparency from management and employee participation in decision making.

All positions can be 100% remote, on-site, or hybrid.

Required Education and Experience

- **Must**
  - Technical 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
    - Familiarity with 3D graphics APIs (e.g. Vulkan, OpenGL, OpenGL ES, Direct3D 12) and GPU architectures
    - C++ knowledge and experience
    - Scripting, source code control, and build tools proficiency (e.g. Bash, Python, CMake, Git)
  - Demonstrated Leadership skills
    - Ability to manage projects/customer interactions without supervision
    - Ability to identify needs/problems/opportunities to innovate within internal/external environments, set direction, and identify actions that move the team forward.
    - Ability to influence/coach/mentor others
- **Wanted Experience**
  - Graphics drivers
  - Optimizing/tuning graphics drivers, shader compilers, shaders with hardware acceleration

- Compilers, including optimization and compiler front-end methodologies (e.g., LLVM, SPIRV-tools, glslang)
- Familiarity with shader languages (e.g. SPIR-V, HLSL, MSL, GLSL)
- Familiarity with CPU architectures
- Development on multiple platforms (Linux, Windows, and macOS)
- Open source development tools and methodologies
- Continuous Integration solutions and methodologies

For less experienced candidates, contact us about LunarG's Graphics Software Engineer job posting.

Salary

- Colorado employees: $112K - $180K and bonus program
- Non-Colorado employees: Competitive compensation and bonus program

Benefits Package

- Flexible schedule
- Paid time off, company holidays
- 401K*
- Medical, dental, vision insurance*
- Disability insurance*
- Life insurance*

* Only for US-based employees

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