
Graphics Software Engineer

Job posting

20-January-2026

Are you ready for a new challenge? Do you want to contribute to advancing the Vulkan API standard in the industry? Do you want to deliver tools and solutions that drive modern day GPUs and graphics APIs? LunarG is actively seeking skilled 3D graphics software developers to join our team. We specialize in delivering world-class 3D graphics solutions, including graphics drivers, developer tools, SDKs, and components for the Vulkan and OpenXR ecosystems across game consoles, desktop, and mobile markets.

LunarG is an independent software consultancy offering the opportunity to work on diverse technologies. Our projects span open source and proprietary work, collaborating with clients in game development, digital media & entertainment, AR/VR, medical, and GPU markets.

Why Choose LunarG?

- Competitive pay with robust bonuses
- Team-oriented and collaborative company culture
- Efficient and transparent decision-making processes
- Positions available for 100% remote, on-site, or hybrid work arrangements

Qualifications

Required:

- Note: This is a US-based opening
- Bachelor's or Master's degree in Computer Science, Computer Engineering, or a related engineering field or Advanced understanding of software engineering fundamentals.
- 3+ years of development experience or master-level computer graphics focused study
- Proficient in C++20

- Familiarity with APIs (e.g., Vulkan, Direct3D 12, WebGPU, OpenXR, Metal)
- Familiarity with GPU architectures
- Scripting, source code control, and build tools proficiency (e.g., Bash, Python, CMake, Git)

Required – Senior Level

- 5+ years of development experience
- Advanced in C++
- 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

Desirable

- Development on multiple platforms (Linux, Windows, Android, iOS, and macOS)
- Graphics driver experience
- Experience with the Mesa3D Open Source project and drivers
- Using AI for problem solving and use in development environments
- Full stack developer with experience designing and implementing systems requiring low latency, high throughput, bi-directional communication over a network secured using modern techniques.
- Compilers, including optimization and compiler front-end methodologies (e.g., LLVM, SPIRV-tools, glslang, slang)
- Familiarity with shader languages (e.g., SPIR-V, HLSL, MSL, GLSL, slang)
- Optimizing/tuning graphics drivers, shader compilers, shaders with hardware acceleration
- Familiarity with CPU architectures
- Open-source development tools and methodologies
- Continuous Integration solutions and methodologies
- Additional languages: Javascript, Objective-C
- Advanced GPU development (ray tracing, mesh shaders, bindless)

Salary

- Colorado employees: USD \$91K - \$220K (based on experience)
- Non-Colorado employees: Competitive compensation
- Strong results-based bonus program

Benefits

- Flexible schedule
- Paid time off, including company holidays
- US-Based Employees
 - 401K
 - Medical, dental, vision insurance
 - Disability insurance
 - Life insurance

If you are interested in joining the talented LunarG team, please contact Karen Ghavam at jobs@lunarg.com. We look forward to hearing from you!