ENGINE PROGRAMMER

We’re looking for an engine programmer capable of thriving within a rapid development environment. We are a lean, focused engineering team building a world-class platform for data generation for autonomy. In this role, you will be responsible for implementing synthetic data generation technology, including sensor data, ground truth annotation, and associated engine technology. The ideal candidate has experience programming within game engines (e.g., Unreal or Unity) and is willing to jump in and solve a variety of problems to move our technology forward. We are based in Palo Alto and Vancouver.

REQUIREMENTS
- Software Engineer with strong grasp of C++
- Experience working with commercial game engines (Unreal and Unity)
- 3D graphics experience (rendering, video games, animation, VFX, simulation)
- 1+ years professional experience
- Collaborative attitude, humble, and eager to make a large impact

BONUS POINTS
- Experience working with Python
- Strong 3D math skills
- Experience with sensor simulation (camera, LiDAR, radar, …)
- Experience working in a production environment through the entire software development lifecycle
- Experience working with game engines in a non-gaming application
- Build & release experience

A DAY IN THE LIFE...
- Work in a fast-paced development environment alongside a team of graphics, machine learning, and simulation experts
- Implement engine-level rendering and data pipeline software
- Push the state of the art in computer graphics, rendering, and data generation
- And much, much more!

Please send an introduction of yourself and your resume to jobs@paralleldomain.com to apply. We look forward to getting to know you!