



Software Engineer

Graphine, a young Belgian company, is a leading provider of graphics middleware for the video game and 3D visualization industries. Its flagship product, Granite SDK, is a texture streaming engine that allows real-time rendering engines to use a massive amount of textures. Granite is integrated into well-known real-time rendering engines such as Unreal Engine and Unity, and runs on many hardware platforms including Windows, PS4, Xbox One and Android. Graphine focusses strongly on virtual reality and its technology has been used by many of the leading VR developers (Oculus, Survios, Solfar, etc.) to have high-end graphics combined with solid performance. Other customers include some of the top game and visualization companies: Wargaming.Net, The Farm 51, Larian Studios, The Mill, and many others.

Graphine is currently looking for a software engineer to join its Ghent office with a passion for game development tools. You will work within a small, highly collaborative and experienced team on improving and adding new features to our existing products and supporting tools. You will develop on numerous development platforms, including the new generation of consoles, VR platforms, and all sorts of game- and render engines. You are self-motivated, and eager to investigate new technologies and develop prototypes, and together with the team, integrate these into future products.

Think you're up to the challenge? Get in touch!

Mail your resume to info@graphinesoftware.com or apply here: <http://graphinesoftware.com/jobs>

Required Skills:

- Strong problem solving attitude
- Good software engineering skills
- Proficient in C++/C# coding
- Good math skills
- Excellent written and verbal English
- Good communication skills

Desirable Skills:

- Familiarity with 3D engines, tools, and pipelines
- Knowledge of games software development processes, image processing
- Strong academic background
- 1 to 3 years gaming industry or research experience

Location

François Laurentplein 1, 9000 Gent, Belgium