



<https://www.thetagit.com/careers/graphics-engineer/>

#1302 Graphics Engineer

Description

Primary Responsibilities Include:

- Work with the artists and designers to produce next-generation graphics.
- Troubleshoot technical issues related to graphics.
- Optimize graphics to run on a variety of platforms and machine specifications.
- Create and maintain tools for artists to visualize and debug their assets.

Education and/or Experience Desired:

- A Bachelor's degree in Computer Science, Software Engineering or related field.
- 3+ years experience in C++ required.
- Familiarity with 3D math, including quaternions and matrix math required.
- Shipped at least one commercial game.
- Experience with all core areas of graphics development (Shaders, Animation, Post-Effects, PBR Materials, and particles) while demonstrating a specialization in one of those areas required.
- Critical eye for attention to detail.
- Familiarity with 3D graphics hardware and driver stack.
- Experience with at least one graphics API: OpenGL, Direct3D, Vulkan, Metal; and a shading language like HLSL or GLSL.
- Experience developing on current generation or next-generation console is a plus.

Responsibilities

Primary Responsibilities Include:

- Work with the artists and designers to produce next-generation graphics.
- Troubleshoot technical issues related to graphics.
- Optimize graphics to run on a variety of platforms and machine specifications.
- Create and maintain tools for artists to visualize and debug their assets.

Qualifications

Education and/or Experience Desired:

- A Bachelor's degree in Computer Science, Software Engineering or related field.
- 3+ years experience in C++ required.
- Familiarity with 3D math, including quaternions and matrix math required.
- Shipped at least one commercial game.
- Experience with all core areas of graphics development (Shaders, Animation, Post-Effects, PBR Materials, and particles) while demonstrating a specialization in one of those areas required.
- Critical eye for attention to detail.
- Familiarity with 3D graphics hardware and driver stack.
- Experience with at least one graphics API: OpenGL, Direct3D, Vulkan, Metal; and a shading language like HLSL or GLSL.
- Experience developing on current generation or next-generation console is a plus.

Hiring organization

Talent Advantage Group

Date posted

02/03/2021