Software Engineer, Testing and Validation

About MTT Innovation

MTT Innovation Inc is an R&D branch of Barco, the world's leading provider of imaging solutions for cinema and professional applications. We are developing a novel form of projection that enables High Dynamic Range (HDR) on the big screen. We also serve as a skunkworks lab for Barco, pursuing new opportunities that make business and technology sense. MTT Innovation recently was announced as a winner of the 2018 Lumière Technology Award of the Advanced Imaging Society for our prototype light-steering cinema projector (https://www.hollywoodreporter.com/behind-screen/dreamworks-animation-ibm-watson-ais-tech-award-winners-1140927).

Who We Need

One of our light-steering projects is currently going into productisation. Most of this work (mechanics, optics, electronics) is being done at other Barco sites *but* we have to provide the production light-steering code; this includes meeting ISO and safety standards. As tinkerers and prototype builders, this is new for us! We are looking for someone with software testing and verification and formal documentation experience. And of course, great coding skills and flexibility. Because who knows what tomorrow's project will be? The environment is an evolving and creative R&D environment, and we are each of us multi-disciplinary to some degree; there are many possibilities for someone able and willing to branch out into new areas of interesting opportunities in related fields. Depending on your interests, this could include simulations, lab work, running demos of prototype hardware, giving talks, working with film industry professionals, and travel. And lots of coding.

Our minimum requirements are:

1. Solid C++ competence, with at least 2-3 years of experience.
2. Experience with software testing and validation, and/or certification.

Knowledge of imaging workflows (VFX or post-production) or a strong mathematics background would be very useful. Other skills that will be useful but are not strictly required include HDR experience, color science knowledge, Matlab, Numpy/Scipy, CUDA and GPU programming, CMake, and interfacing with and debugging hardware. Super important: that you have a can-do attitude and a collaborative team spirit.

To Apply

Send your resume, with cover letter, directly to Anders.