



## Job Title

# Software Developer

## About Polyga

Polyga is a manufacturer of 3D scanners and 3D measurement software. We build structured light 3D scanners and software that meet complex 3D imaging requirements. Our line of 3D scanners and scanning software are a trusted brand of 3D imaging solutions used worldwide for a variety of industrial applications. We're looking for others to join us who share this passion.

## Job Summary

We are seeking a dynamic Software programmer who has a passion for high performance 3D applications for processing and analyzing 3D scan data for a variety of industrial applications.

The developer should be comfortable working with various 3D APIs, image processing, and other computer vision technology. We use a variety of programming language in our products, however, the ideal candidate should be highly proficient with C/C++ software development, in addition to being familiar with C#, and standard web development tools.

Your primary job will be working on existing 3D scanning applications which control our 3D scanners, while contributing to the development of our proprietary mesh processing technology.

In addition to developing new products you will also be maintaining the existing code base and making improvements.

## Responsibilities

- Responsible for the design and implementation of systems and tools to enable the operation of 3D Scanners and 3D scanning software.
- Produce high-quality, efficient, clean, and modular code
- Shape the long-term technical roadmap for the technologies behind our 3D Scanners , 3D scanning software and related technologies.
- Perform profiling and performance tuning of code and systems to remove bottlenecks.
- Develop and maintain an expert knowledge of Polyga's hardware and software
- Create written documentation



## Requirements

- Diploma or Bachelors in Software Programming or equivalent
- 2+ years of professional experience as a programmer
- 1+ year minimum of working with MSVC and worked in a major open source or professional application primarily written in C/C++
- Strong understanding of 2D / 3D computer vision algorithms and experience controlling with machine vision cameras, projectors and embedded SBPC's
- Must have a strong knowledge of the the 2D image, 3D mesh processing, and rendering pipeline concepts and use
- Familiarity with 3D engines or 3D graphics libraries such as OpenGL, DirectX
- Understand the MSVC debugger and be able to use it to diagnose crashes both locally and on remote devices
- Experience working with 3rd party libraries/APIs and how to integrate them into their projects

We thank all applicants for their interest; however, only short-listed candidates will be contacted.

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