About BV

Broadcast Virtual is the world leader in Virtual Advertising. We enable real time insertion of virtual branding on any type of sporting event, using in-house developed technologies and algorithms. The business was founded in 2014 and has grown to include all of the major sporting bodies across Australia and New Zealand. Our technology is used at over a thousand live sporting events annually across the globe.

We are a fast growing team with offices in Sydney and Brisbane and are looking to expand the software development and research team.

The opportunity

Love to experiment, tinker, problem solve and have a proven track record as a software engineer?

Want to be part of the decisions that directly shape the future of the technology that drives our success?

We're after a talented software engineer to join our R&D team based in Marrickville, Sydney.

You'll be supported by an experienced, technical and highly motivated team with plenty of opportunity for future growth wherever that takes you.

Robustly processing broadcast quality video in real time, coupled with working in a live broadcast environment provides many interesting challenges to get stuck into. Algorithms need to be robust, user interfaces need to be just right and up-time is paramount.

We've solved a lot of technical challenges already but there are plenty left to be solved by the right person.

We provide flexible working and there will be the opportunity to travel both domestically and internationally (once the world gets back to normal), to work on some of the largest sporting events in the world.

The Role

Software Engineer based in Marrickville, Sydney.

You will be joining a high-performing team who work within the on-going research, development and maintenance of our in-house graphics engine (Ember). Built using modern C++, OpenGL, CUDA, Qt5 and QML all running on the latest Nvidia hardware.

Key Responsibilities

- Delivering timely upgrades and improvements, taking an iterative approach to tackling problems
- Following best practices to deliver robust software that is maintainable
- On-going development and maintenance of our in-house graphics software using as necessary C++, CUDA, Qt5, QML and OpenGL
- Setting up and operating our software at live sporting events

Skill / Experience / Requirements

- Relevant qualifications (Computer Science or similar) combined with 4+ years of industry experience
- Modern C++ (C++11 etc)
- Strong interpersonal skills and problem-solving abilities
- Comfortable working in cross-discipline teams
- Excellent organization and time management skills

Desirable

- Experience of general purpose GPU programming (CUDA, OpenCL)
- OpenGL / Vulkan / DirectX

Email your resume to jobs@broadcastvirtual.com