

C#/C++ Developer | Contract 6 months with extension possibility

Lithuania

About the assignment:

Location

Oslo, Norway

Rate (after tax)

€3360 - 4700/Month

Duration

Mid-term project (>6 months)

Extension (project)

Yes

Remotely (optionally)

Yes

Expire On

2019-12-13 (3 days ago)

This assignment expired :when

Description:

KONGSBERG is a leading global technology group, delivering mission-critical solutions to customers operating in extremely challenging environments. Throughout our proud two hundred year history, we have continuously advanced, applying innovative solutions to the needs of our customers, partners and society at large.

Today, we work for organisations across a number of sectors including: deep-sea, digital, defence, merchant marine, oil and gas, fisheries, aerospace and space industries. While our business areas are diverse, our focus is single-minded, we operate as a 11,000 strong team, dedicated to delivering technical excellence, at a world-class level.

Innovation is at the core of our culture, we encourage curiosity, dialogue and exploration. This is how new ideas happen, how we improve performance and how we take our customer's forward. From cutting-edge design, engineering, to the digital frontier, we see the potential of technology as limitless.

Looking for a challenge in the maritime and energy industries?

Do you love bringing data to life?

Well, look no further!

We're looking for a skilled person to join a team of 12 developers (previous game developers) to develop industrial real-time 3D visualizations.

The project has a custom rendering engine as a vertical technology stack that runs on multiple platforms; including desktop, web, and VR.

We have a strong focus on software architecture, modern graphics pipeline utilization, domain-specific APIs and maintaining a high-quality codebase.

Technical Requirements:

- Preferably masters degree in computer science, possibly a B.Sc. combined with experience and/or strong talent
- Experience with C++ or C#
- Experience with 3D graphics programming, with technologies like Direct3D, OpenGL, WebGL, Vulkan, Metal, GLSL, HLSL, CUDA, OpenCL, GPGPU, Unity, Unreal Engine, VR or AR (any one of these. However, the more the better.)

Personal Requirements:

- Speak and write English fluently
- Willing to travel to Oslo Norway
- You live in Europe (EU)
- We prefer you to be a freelancer

This contract will require a couple of days in Oslo Norway for kick-off. After that, it's required to travel for 1 week every three months.

If you are happy and love the job we're able to help you with relocation to Norway.



Required Skills

PROGRAMMING

C++ 3-4 years

C# 3-4 years

DESIGN

OpenGL 1-2 years

MOBILE

Unity3D 1-2 years

LANGUAGE SKILLS

English Proficient Business Level (C1/C2)