

Overview

At FXHOME, we provide the very best filmmaking and photography software to content creators and photographers all over the world.

As part of our continued growth, we are looking for a range of experienced and emerging software developers to help us build the future of video software for Windows and Mac. You'll need to have a solid understanding of C++ and able to apply it. Successful candidates must also possess a good grasp of mathematics and how it relates to building graphics based software.

You will be participate in all aspects of the software development lifecycle alongside a talented and enthusiastic team.

- Hours: 40 hours per week
- Salary: Competitive, depending on skills & experience
- Contract: Permanent
- Location: Norwich, UK
- 25 days paid holiday a year plus all public holidays
- Flexible working policy, company pension and critical illness/death in service insurance
- Relocation package available

Application details

Please supply a full CV detailing your work history and other relevant information to sarah.boram@fxhome.com and specify which role you are applying for in your email.

If possible, please provide examples of any business or personal projects you have available and provide details on what the final product was like and what your role was. If you have a GitHub, GitLab, Bitbucket, StackOverflow or similar profile, please include links to them.

Your application must include full contact details for two referees. Please clearly indicate if you are happy for them to be contacted before any interview or not.

About us

We are a multi-talented crew of coders and creatives behind HitFilm, Imerge and Action Pro.

Everything we build is powered by a single belief – all artists should have access to great tools. As a result, 3.6 million filmmakers now use FXhome's post-production software.

Our community spans over 160 countries and all walks of life: award-winning directors, breakout YouTube stars, and budding filmmakers. It's something we're really proud of.

Throughout the years, we've worn many hats, helmets, and Jedi robes, but we'll never compromise our mission objective: give every artist the tools to make something cool.

Job function/purpose

The three key functions of the post are to:

- Contribute to research and planning for photography and filmmaking software.
- Develop and maintain image processing software using appropriate technology.
- Test and evaluate the product.

You will need to have a Computer Science degree (or similar) or demonstrable experience and an aptitude to learn quickly. Full training will be given to the successful candidate.

Duties

Your day to day work will involve, but is not limited to:

1. Planning

- Improving our processes and practices in small and large ways.
- Providing time estimation for user features so product decisions can be made.
- Prioritising your own workload to ensure features are delivered at the right time.
- Coordinating with other software developers.

2. Research

- Discovering how the user interacts with our software.
- Discovering new features to meet user needs.
- Discovering new technologies to help us to solve problems.
- Sharing relevant knowledge with the rest of the team.

3. Design

- Developing smaller technical components of a system in isolated areas.
- Contributing to the overall system architecture.
- Offering feedback on interface design from a technical perspective.
- Offering feedback on interface design from a user perspective.

4. Development

- Improving performance of software.
- Adding features to software.
- Fixing bugs that are found in the software.
- Documenting code and systems for other developers.
- Documenting the application for non-technical staff.

5. Testing

- Testing your own work on an ongoing basis as you develop.

- Formally testing areas of work which you did not develop.
- Logging clear and actionable bugs.

6. Maintenance

- Keeping the central server build system functioning and outputting the latest installers as code gets pushed to a central repository.
- Answering questions about how the software works from non-technical staff.

Skills and Experience

<p>Education, Experience & Achievements</p>	<p>Essential</p> <ul style="list-style-type: none"> • Computer Science degree or equivalent experience • Experience with working on software as part of a team <p>Desirable</p> <ul style="list-style-type: none"> • Computer Science degree with a graphics focus • A-level in Mathematics or equivalent ability • Previously worked on desktop graphics-based software
<p>Skills & Knowledge</p>	<p>Essential</p> <ul style="list-style-type: none"> • Strong knowledge of mathematics and how it applies to building graphics based software • Knowledge and experience of writing software in C++ for Windows/Mac <p>Desirable</p> <ul style="list-style-type: none"> • Qt • OpenGL, DirectX, Metal or equivalent • OpenCL, Cuda, or equivalent • Version control (git preferred) • Shell scripting (Bash on Mac, Bat or Powershell on Windows) • Traditional and agile methods of software development