



## SOFTWARE ENGINEER

Package up to \$75,000 depending on experience

### DUTY STATEMENT

As a member of the software engineering team at Seeing Machines you will be responsible for:

- Developing framework-quality real-time multi-threaded C++ object oriented code
- Developing Perl tools to improve team productivity
- Improving processes and methods to enhance software design skills and productivity across the team

If you are intimately familiar with the power and pitfalls of C++, have an interest in library/framework design, high-performance image processing and 3d geometry, then consider furthering your software engineering skills by becoming part of a highly productive, diverse and experienced team responsible for delivering state-of-the-art machine vision platforms.

This is an ideal role for a high-performing individual with several years of industry experience. The applicant must demonstrate excellent object-oriented skills, should have a foundation in computer science, and to be seeking a career role as a software engineer.

As important as excellent programming skills, the position requires someone who is at their best when working in a team, and who is both able to learn from their peers, and teach in kind without prejudice. In particular, Seeing Machines developers often work in pairs and code ownership is discouraged. Good written and spoken English is also necessary.

Applicants must be able to live and work in Canberra, Australia.

### SELECTION CRITERIA

#### *Qualifications/Knowledge*

1.	Tertiary computer science degree or equivalent experience, with first-year engineering mathematics and statistics or better.	ESSENTIAL
2.	Good oral and written English communication skills	ESSENTIAL

#### *Skills/Experience*

1.	2+ years experience developing with C++. Proficient C++ language skills.	ESSENTIAL
2.	Experience implementing classes using C++ Standard Template Library	ESSENTIAL
3.	1+ years Perl, Ruby or Python	DESIRABLE
4.	Experience using Matlab	DESIRABLE

5.	Experience with multithreaded / multi-process programming	ESSENTIAL
6.	Experience using TCP/UDP/IP, Client-Server architectures	DESIRABLE
7.	1+ years in another OO language - Java, SmallTalk, Ada, Eiffel, C# etc.	DESIRABLE
8.	Knowledge / familiarity of Extreme Programming or other Agile development methods	DESIRABLE
9.	Testing experience - test-scripts, and unit tests	ESSENTIAL

### *Personal Attributes*

1.	Ability to work effectively in a team and respond cooperatively to the requirements of other company members	ESSENTIAL
2.	Ability to champion ideas and achieve consensus within a team	ESSENTIAL
3.	Ability to set priorities and meet deadlines	ESSENTIAL
4.	Strong drive to apply software engineering principles, and pragmatically improve software quality within a dynamic development environment	ESSENTIAL
5.	Ability and desire to continuously learn new skills	ESSENTIAL

## **APPLICATION PROCEDURE**

Assessment will be against the selection criteria, and applications should be framed accordingly.

Submit written applications, including a CV, any links to earlier work, and some sample C++ source code, preferably by email to [recruit@seeingmachines.com](mailto:recruit@seeingmachines.com) or mailed to:

Recruitment Officer  
 Seeing Machines  
 GPO Box 782 Canberra ACT 2601  
 Australia

Seeing Machines Pty Ltd is committed to the promotion of equal opportunity for all persons. This commitment is to be interpreted so as to be consistent with the operation of the merit principle in the recruitment and promotion of all staff.

## **COMPANY INFORMATION**

Seeing Machines is a dynamic young company with a focus on vision-based human-machine interfaces. Our technology is built on real time, non-intrusive face and gaze tracking. We recognize the face as the primary human



**seeingmachines**

interface, and our systems provide the means to read and interpret the face to detect fatigue, inattention, distraction and emotion.

We are looking to hire people as the company grows to help us take advantage of the enormous commercial opportunities. We are looking for motivated individuals to join a dynamic and friendly environment, working with the latest technology. We offer competitive remuneration, superannuation, employee share schemes, incentive bonuses, generous holiday leave and income protection insurance. Our company is located on the campus of the Australian National University, in a delightful parkland setting, with numerous cafes and restaurants within short walking distance.

The company was formed in July 2000. Currently approximately 20 staff are employed including sales staff, world class researchers and a dedicated management team. The board of directors brings a solid foundation of commercial and technology management experience. Seeing Machines has developed a competitive advantage through targeted, application-driven research and the ability to rapidly transfer that work into real-world practical vision systems. A comprehensive IP portfolio is being managed within the company.

faceLAB™ our flag ship product, is a turn-key face and gaze tracking research system, and was first released in April 2001. Systems sold internationally include clients such as Volvo, Motorola, Daimler-Chrysler, Bosch, Delphi, Toyota, Nissan, and many universities.