



SOFTWARE ARCHITECT

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DUTY STATEMENT

As a Software Architect you will be responsible for:

- Championing and coaching object-oriented software design principles within the team
- Learning the architecture of a large existing body of C++ code
- Developing key architectural "spikes" for innovative new designs, to solve challenging technical problems
- Communication of software design philosophy and ways to achieve design goals across the team
- Forming new processes and methods to enhance software design skills and productivity
- Assisting with the recruitment of software engineers

The Seeing Machines software development team now has a role for a specialist software architect, to continually improve the existing software architecture and champion new innovations to it.

The ideal candidate is a mature C++ expert and object-oriented enthusiast, with a strong desire to develop clean, safe and elegant library code. Key to the role will be any experience with introducing evolutionary change into existing bodies of code. Numerical, image processing or graphics experience will be of some benefit, though are not an absolute requirement for this position.

Just as important as technical skills, the candidate should be able to communicate designs to the team and also incorporate feedback without prejudice. The candidate will also be partially responsible for upholding Seeing Machines development standards, and will be a strong participant in code inspections and design meetings.

The position requires a person who is at their best when working in a team, and who is both able to learn from their peers, and teach them in kind. Seeing Machines developers often work in pairs, and 'code ownership' is strongly discouraged.

SELECTION CRITERIA

Qualifications/Knowledge

1.	Tertiary computer science degree or equivalent experience	ESSENTIAL
2.	Excellent oral and written English communication skills	ESSENTIAL

Skills/Experience

1.	5+ years experience developing C++. Proficient design and programming skills	ESSENTIAL
2.	Proven experience implementing class libraries / frameworks using C++ templates and STL	ESSENTIAL
3.	Experience with multithreaded / multi-process programming	ESSENTIAL
4.	Experience developing TCP/UDP/IP, Client-Server architectures	ESSENTIAL
5.	Experience with development-process automation methods.	ESSENTIAL
6.	3+ years in another OO language - Java, SmallTalk, Ada, Eiffel, C# etc.	DESIRABLE
7.	Experience with Agile development methods	DESIRABLE
8.	Experience with application frameworks - IPL, Qt etc	DESIRABLE

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 software design and process quality principles within a team	ESSENTIAL
2.	Ability to set priorities and meet deadlines	ESSENTIAL
3.	Strong drive to pragmatically improve software quality within a dynamic development environment	ESSENTIAL
4.	Ability and desire to 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) and any example C++ source code you have personally worked on, preferably by email to 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.

CLOSING DATE

Applications must be submitted by 5.00pm Friday 17th of September 2004.

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 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.