



## SOFTWARE SUPPORT ENGINEER

### DUTY STATEMENT

As a member of the faceLAB team at Seeing Machines you will be:

- Writing C++, Python and C# code.
- Working with Seeing Machines core technology, integrating it into new versions of faceLAB.
- Working closely with customers to support faceLAB systems in the field.

If you are familiar with the power and pitfalls of C++, have an interest in computer vision, image processing, 3d geometry, human-machine interfaces and next-generation visual computing products, then consider furthering your career by becoming part of a small, diversely skilled and experienced team responsible for the development of the company's flagship product, faceLAB.

This is a role for an ambitious individual with a few years of product development and customer support experience who is seeking a career role as a Software Engineer. The applicant must demonstrate sound knowledge of object-oriented programming, have a strong foundation in computer science or engineering and be motivated to make the end-user experience as seamless as possible.

The position also requires someone who is at their best when working in a team, who is both able to learn from their peers and able to mentor in-kind, without prejudice. Candidates must therefore demonstrate an ability to express technical concepts clearly and calmly, and be of a nature that promotes team cohesion.

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

### SELECTION CRITERIA

#### *Qualifications/Knowledge*

1.	Tertiary level computer science, engineering degree or equivalent experience.	ESSENTIAL
2.	Polite manner. Good oral and written English communication skills.	ESSENTIAL

#### *Skills/Experience*

1.	3+ years experience developing C++ at a product level.	ESSENTIAL
2.	Experience writing code that utilizes the C++ STL and Boost libraries.	ESSENTIAL
3.	Experience developing under Visual Studio on Windows	ESSENTIAL
4.	1+ years Python and C#	HIGHLY DESIRABLE

5.	Knowledge and experience with multithreaded / multi-process programming techniques and pitfalls.	ESSENTIAL
6.	Testing experience – automatic unit testing in C++.	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).

### **COMPANY INFORMATION**

Seeing Machines Ltd. builds machines that see. In particular the company specializes in computer vision algorithms that are able to track faces with high fidelity in real-world environments (outside the office).

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 camera and processing technology. We offer competitive remuneration and conditions. The company headquarters are located in 11 Lonsdale St. Braddon Canberra, less than a minute walk from the heart of the CBD and right next to the best coffee in the city.

The company was formed in July 2000. Currently there are approximately 36 staff are employed in Australia and the US.