Senior Rendering Software Engineer

Cruden develops simulators that enable F1 teams to build faster cars and coastguards to be ready to save people from the next big storm. Our simulators are key tools in development of the cars of the future and research for safe and comfortable autonomous transport.

We are looking for a motivated Senior Rendering Software Engineer to join our team. The successful candidate will be working on software modules used in all of our simulator products.

You will be a member of the Product Development Team, who, like you, are among the best in their field. This Team has people with a mix of competences, such as product managers, developers and artists. Cruden has used an in-house developed render pipeline for many years, but decided to start using Unity for rendering two years ago. As a developer, your main focus will be improving and optimizing our rendering capabilities. Together with the Team you'll be developing Cruden's next generation of Vehicle and Fast Craft Simulators. The ideal candidate will be motivated, flexible, pragmatic and have a Can-Do mentality.

Within the Team you are the person who knows Unity, and especially the rendering engines, inside out. You can literally make the engine do anything you want. You coach the content developers on how to strike the perfect balance between aesthetics and performance and they inspire you to get them the best tools to do the job. You're up-to-date on Unity's latest developments, advising the Product Managers why we should (not?) upgrade to a new version and what the consequences are. You know which tools, assets and plugins to source externally, but you don't shy away from making your own if that's the best way forward. Most of all, you are a strong member of the Product Development Team, who embodies the belief that our output is more than just the sum of our parts and who takes pride in ensuring that every release is better than the previous one both visually and in terms of quality.

About you:

- You have a university degree in engineering;
- You have experience working with Unity in serious gaming or real-time simulation;
- You're competent and confident developing in C++ and C#;
- You have experience with development of 3D render pipelines;
- To render it, it helps to know how it's modelled, so you know your way around 3D Studio Max;
- You're fluent in English (and preferably also in Dutch).

About us - we'll offer you:

- A representative salary, 25 holidays and a pension plan;
- Flexibility in working hours and location;
- A highly motivated and competent team that can't wait for you to join them;
- The opportunity to improve one of the most eye-catching parts or our simulators;
- An open-minded, small company with a family feel and a flexible attitude.

Do you live in the Netherlands and can you commute to Amsterdam on a daily basis? Do you have what it takes to develop a rendering pipeline used by the most demanding people in the business, such as F1 drivers and navy seals? Then we'd love to hear from you!

Please send your application to jobs@cruden.com.
We don't appreciate acquisition in regards to this vacancy.