

# Senior Rendering Software Engineer

Cruden develops human-in-the-loop simulators for training and R&D purposes. Our products enable Formula 1 teams to design faster cars and coastguards to train effectively for saving people from the next big storm. Our simulators are key tools in the development process of future cars and are used for scientific research into safe and comfortable autonomous transport. Cruden is a rapidly growing SME with a family feel and ample opportunities for professional growth.

We are looking for a motivated Senior Rendering Software Engineer to join our Product Development team. You will be working on software modules based on the Unity3D rendering engine used in all of our simulator products. You will be working on generic rendering related challenges, such as improving rendering performance and extending the feature set, and challenges that are more specific to the simulation industry, such as providing much longer "Long Time Support" on rendering engines than the gaming industry typically provides. Your main focus will be the support of multiple rendering pipelines for different purposes.

The Product Development team consists of software engineers with a wide variety of competences, such as low-level C++ and C# programming, embedded systems, real-time simulation, render engine development, complex mathematics for surface interaction, automated testing, artistic content creation, visual projection systems and many more.

## About you:

- you have a university degree in informatics, engineering or mathematics;
- you have extensive experience working with Unity3D or a similar engine;
- you are an experienced programmer in C# and perform Test Driven Development;
- you have experience with development of 3D render pipelines;
- you know your way around 3D Studio Max;
- you are familiar with agile working methods;
- you are familiar with continuous integration tools such as GitLab;
- you're fluent in English or 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 of our simulators;
- An open-minded company with a family feel and a flexible attitude.

Do you live in the Netherlands and can you commute to Amsterdam at least three days a week? Do you have what it takes to develop a rendering pipeline used by the most demanding people in the business, such as Formula 1 drivers and navy seals? Then we'd love to hear from you!

Please send your application (including motivation and resume) to [jobs@cruden.com](mailto:jobs@cruden.com).

We don't appreciate acquisition in regards to this vacancy.