

## Senior Software Engineer

## Spitz Inc.

A world-leading manufacturer of educational planetariums and dome visualization systems is seeking an experienced software engineer to develop custom software and manage software operations. This employee will be an integral part of a small staff of developers who create custom software, enhance existing applications, and coordinate the development process in support of the product team. Qualified candidates will bring existing skills necessary to innovate new functionality, interface existing products with emerging software applications, and oversee the overall software implementation process.

### **Essential Functions**

Maintain and update existing device control/automation software and work with development team to establish new features. Design and create software user interfaces, including specialized UI for dome rendering applications. Coordinate key aspects of software creation throughout the development process. Guide staff in software process while implementing software creation and releases. Conceive and develop APIs for third-party real-time visualization applications.

### **Knowledge, Skills, and Abilities**

Knowledge of real-time simulation and rendering. Understand computer graphics formats for immersive or spherical display applications. Ability to coordinate multiple projects with diverse objectives. Strong Understanding of installers and compatibility issues with current and legacy Windows operating systems.

3-4 years' experience with C++ and Java. Experience with C# is preferred. Familiarity with PowerShell, DOS Batch and Visual Studio as well as Win32 legacy support. Familiarity with Microsoft Foundation Class library and the Component Object Model method is also preferred. Familiarity with MSI and NSIS installer systems, and the Eclipse Java IDE. Familiarity with HTML, CSS and XML is also desired.

Understanding of college-level physics and advanced mathematics. Knowledge of control for software embedded on microcontrollers, like those used in lighting panels and audio equipment. Astronomy knowledge will be highly useful. Applicants with Unity experience are preferred