We're hiring

SDK Developer / Software Developer

Cracow

your MUST have:

- 5 to 10+ years of extensive experience working on software products
- must have experience with API design and SDK architecture
- must have familiarity with Android Open Source toolchains, techniques, and native libraries
- must have familiarity with the Android application component model and embedded IPC mechanisms
- familiarity with computer vision algorithms as it relates to AR/VR experiences
- experience with AR/VR platforms is highly desirable
- experience interfacing with content developers
- exceptional written and verbal communications skills
- experience with AR Core or AR Kit is a plus
- experience with OpenGL is nice-to-have
- experience with Vulkan Drivers is nice-to-have
- experience with Game Engines (Unity or Unreal) is nice-to-have

The primary responsibility of the Senior Software Developer is delivering the SDKs for Haptology devices, to help define and implement the multiplatform libraries in VR and AR applications. Qualified candidates need to be a self-starter and able to operate in a highly dynamic environment.

your responsibilities:

- lead and mentor the engineering teams to deliver high quality SDKs
- engage with internal and external developers as well as internal product and developer relations teams to gather and define the requirements for SDKs and Developer tools
- engage with product team to define the roadmap for SDKs
- engage with platform teams to drive the API design and development
- evaluate new API standards and drive continuous improvement of the APIs and the complete SDK offering

We offer:

- stable employment (full-time)
- flexible working hours
- remote working (occasional/optional)
- development and training opportunities
- ability to implement own ideas and solutions
- great atmosphere
- friendly and supportive company culture
- being part of a highly motivated, international team and working with the newest HAPTIC technologies

Application: contact@haptology.com

Let's go beyond vision. Haptology solutions will deepen the experience of spontaneous interaction with the machine, eliminating distance and other limitations related to the mechanics of physical, visual or voice interfaces. We create a new physicality, this time virtual, expanding the spectrum of interactive sensations with a tactile dimension.

Our company (www.haptology.com) aims to redefine the way people understand digital content as something that can be touched and felt. Haptology uniqueness consists of double modality integration for Immersive Presense Interface; kinetic controller and tactile feedback. These two components allow user not only to interact with digital (graphical) content in natural and seamless way, but create touch sensations, that no existing controller, whether miniaturised, hand sized either fitted to fingertip, provided till now.

www.haptology.com

HAPTOLOGY