



Job Description – Octane Developer

Main Duties

Octane Development

- Develop main features following the team's roadmap
- Develop minor features if considered necessary or useful
- Fix bugs as quickly as possible
- Minimize performance regressions and do benchmarks after major kernel changes
- Take responsibility not only for own code, but also for code of other developers
- Write structured, readable and maintainable code
- Follow the team's coding style
- Follow the team's commit rules
- Ensure all code is reviewed before it is committed
- Perform code reviews as requested
- Help identify potential new features by
 - bringing in your own ideas
 - following the forums discussions
 - keeping an eye open for problems, weaknesses and quirks
 - being interested in 3D and following the competition and general developments
- Keep Octane working on all supported platforms (Windows, Mac OSX, Linux)

Technical Support

- Help users on the forum with deeper technical issues
- Help the customer support of OTOY NZ with technical problems they can't solve themselves
- Help third-party plugin developers with their questions and problems
- Assist OTOY Inc. if required
- Assist with the manual, documentation and tutorials if required

Various other duties as requested by other OTOY employees, for example maintenance of the build system and servers, SVN house-keeping, creation of test scenes, etc.

Requirements

- very good understanding of C/C++
- understanding of the 3D pipeline with focus on rendering
- being able to work in a team

Preferred Additional Skills

- understanding of CUDA, OpenCL and GPGPU programming in general
- understanding of at least one version control system
- some scripting experience (Lua, Python, PHP, ...)