Our innovative and growing company is searching for experienced candidates for the position of graphics engineer. We appreciate you taking the time to review the list of qualifications and to apply for the position. If you don't fill all of the qualifications, you may still be considered depending on your level of experience.

Responsibilities for graphics engineer

- Supporting external customers and internal engineers using the platform simulation
- Optimisation and performance analysis of the platform simulation
- Feedback into the latest chip designs
- Management and maintenance of regression tests used to verify module correctness
- Supporting other engineers within the team
- Know 3D graphics or compute standards
- Are keen to work in a multinational environment
- Having a mindset for performance, memory, and concurrency
- Taking a data-driven approach to technical solutions
- Collaborate and support engineers, designers and artists to create high quality visual experiences with efficient production workflows

Qualifications for graphics engineer

- Experience with building-related industries such as architecture or structural engineering
- Understanding of art content pipeline and tools
- Passion for real-time graphics and software development
- Shipped at least 1 mobile title as a Software Graphics Engineer
- Working knowledge of iOS, Android, Unity