



Example of Graphics Job Description

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Our company is growing rapidly and is searching for experienced candidates for the position of graphics. If you are looking for an exciting place to work, please take a look at the list of qualifications below.

Responsibilities for graphics

- Collaborate closely with the art team to help develop the visual direction
- Optimizing shaders and rendering to achieve very high framerates while maintaining visual targets
- Create and maintain dynamic web templates using JSP or similar scripting language
- Maintain UNIX-based development environment to support multiple applications and Apache web server configurations
- Work with Project Managers to understand business objectives and provide technical assessments, UI recommendations, risk analysis, and accurate development estimates
- Use insight, creativity, and research to suggest and/or implement new interfaces, design alternatives and usability improvements that increase the value of the product
- Assist team in the creation of interface design standards, and provide guidance on web accessibility and usability
- Aid in usability testing, reviews and evaluations to identify issues and make recommendations
- Support the creation and maintenance of an organized template architecture focused on efficiency, reusability, and ease of maintenance
- Assist in troubleshooting issues and rapidly solving problems or correcting defects

Qualifications for graphics

- Strong knowledge of HLSL/CG and proven experience of having worked on OpenGL/DirectX
- Excellent understanding of fundamentals behind low-level graphics engine development
- Strong debugging skills (Including GPU)
- At least 2-3 years of relevant experience in Rendering/Graphics and Shader programming
- Good knowledge of Pixel Power or similar Graphic systems used in the Broadcast industry
- Basic knowledge of Technical Specifications & content formats of Broadcast material