

C++ Software Developer - Internship or Graduant

TrianGraphics GmbH is a young innovative software development company based at an attractive location in the centre of Berlin. Become member of an international operating team and share the enthusiasm for a novel product for the generation of 3D landscapes for the simulation industries.

For reinforcing our software development team we are seeking committed students with substantiated C++ knowledge, who are able to contribute productively to actual projects. You are offered a self dependent and creative field of activity with close feedback to the development team. Your output is soon to be integrated into the existing product pipeline. Alternatively the task may be worked on in the context of a diploma/master thesis.

Your Assignment

- Under supervision you are working self dependent on complete development tasks
- You are developing under Windows and Visual Studio

Your Profile

- You possess advanced skills in C++ development under Visual Studio.
- You are familiar with object oriented programming.
- Ideally you are studying computer science or comparable technical studies.
- You are willing to learn, like to work in a team and are fond of writing simple, elegant and maintainable code.
- Knowledge of OpenGL, OpenSceneGraph, shader programming is a plus.
- You have very good knowledge of either German or English.

Your Perspectives

As part of a young motivated team you are working productively on your own responsibility on an innovative software product, that is used on miscellaneous simulation platforms. Your project will find its way into the end product in the near future. Wherever possible you are integrated into actual projects and learn developing in an ambitious development team. You can expect an interesting field of work with a scope in 3D real-time computer graphics at an attractive location with fair gratification.

Please apply via e-mail to info@triangraphics.de. Your contact person is Felix Fürneisen.