

Ars Electronica Spaxels GmbH is a division of Ars Electronica Linz GmbH & Co KG, a wholly-owned subsidiary of the City of Linz, Austria. Ars Electronica Spaxels GmbH's mission is developing, operating and marketing an internationally unique technological innovation in the field of unmanned aerial vehicles (drones). For details, see www.aec.at/spaxels. Ars Electronica Spaxels GmbH is active worldwide as producer of a wide variety of events showcasing the Spaxels aerial capabilities—most recently in Australia, Dubai, China, the USA and throughout Europe. To support our R & D - Team, we have a job opening for a

Head of Software Development

(Number of hours/week: 40)

Job description:

Your area of responsibility includes developing new tools to control a swarm of unmanned aerial vehicles (drones). In addition to functioning as producer and manager of various drone projects, you will coordinate the work of in-house crew members and independent contractors. This position requires you to take responsibility for all phases of a respective project from development to documentation, and thereby to set new standards for the evolution and advancement of this enterprise. You are also expected to be constantly on the lookout for new creative possibilities and innovative approaches in this field.

You possess the following qualifications, skills and qualities:

- Computer science degree from a college or university of applied sciences and/or relevant professional experience
- Experience in designing graphical user interfaces
- Experience working with mid-size and large C++ software systems
- Experience with the Qt 5 development framework
- Familiarity with graphics programming (OpenGL and/or Direct3D APIs, shader programming)
- Ability to collaborate with a team, to work flexibly and to cope with pressure
- Good command of English, both spoken and written
- A self-starter who is detail-oriented and has a structured approach to his/her work

Experience in the following areas is especially desirable:

- Project management experience in software development is a major asset
- Familiarity with relevant 3-D design tools (e.g. 3ds Max, Cinema4D, Blender)
- Experience conducting automated functionality & performance tests
- Experience working with version control systems (e.g. Git)
- Experience with cross-platform development (Windows, Linux, macOS)
- Familiarity with network programming
- Experience working with database applications
- Experience with embedded programming

We offer an open corporate culture, a highly motivated, creative, international staff, and diverse projects in an international setting.

The gross salary (before deductions) computed on the basis of 40 hours/week will be a minimum of 2.551,89/month. Higher compensation will be paid commensurate with the successful applicant's experience in fields relevant to the performance of this job.

Ars Electronica Spaxels GmbH is an equal opportunity employer. Accordingly, in cases of equal qualifications, female candidates' applications for this position will be treated preferentially.

Individuals with handicaps are especially encouraged to apply for this position.

Please apply by submitting a résumé via e-mail by July 9th, 2017 to:

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