



MULTIMEDIA SOFTWARE ENGINEER POSITION DESCRIPTION

Responsibilities:

- The Multimedia Software Engineer is responsible for the development of Multimedia components, including media players, encoders, containers, media security, environment optimizers, etc. Target platforms will focus on Windows and Apple Mac, with Linux and embedded systems also on the roadmap.
- We are seeking a top tier developer who writes exceptional code and works well with other industry leaders.

Skills, Experience and Qualifications:

- 5+ years of software development experience.
- Bachelor's degree in Computer Science or a related discipline required; Master's degree preferred.
- Development experience on Windows required; Mac OSX preferred.
- Strong multimedia-related system programming experience required:
 - Low level audio and video rendering libraries
 - System APIs: File I/O, Networking, Multithreading, Memory management
 - User interface APIs
 - Installation programs
- Expertise developing streaming servers and using codecs (DIVX, MPEG2, MPEG4).
- DRM expertise preferred.
- Excellent verbal and written communication skills
- Strong analytical and problem solving skills.
- Self-starter with a demonstrated ability to multitask and work in a fast-paced team environment.

Location:

San Jose, CA area.

Please email your resume to Jobs@Vusion.com