

Software Engineer Job Description

Summary

Circle Optics is seeking an experienced Software Engineer for design and development of imaging, camera control, and UI software solutions. On-site presence required as needed with remote possibilities.

Required Skills

- Knowledge of software development tools
- Proficiency in languages such as C++, OpenCV, CUDA, and Python
- Windows & Linux capabilities
- Experience with machine control software and firmware
- Experience with high-speed interfaces such as USB3, GigE, and PCIe
- Independent problem solving & troubleshooting
- Effective communication both written and spoken

Desired Skills

- Good grasp of geometry and mathematics
- Image processing skills including camera calibration
- Experience with photogrammetry, structure from motion, and SLAM
- Video Processing experience using frameworks like G-streamer and FFmpeg
- Color and luminosity calibration and normalization

Candidate Requirements

- Bachelor of Science or higher in Computer Science, Computer Engineering, Electrical Engineering discipline along with relevant experience and/or equivalent combination
- 5+ years of experience unless significant experience with imaging in study and/or internship
- Must be legally authorized to work in the US

To Apply

- Email a recent resume and cover letter to admin@circleoptics.com

About the Company

Circle Optics develops high-fidelity, panoramic imaging systems for aerospace, robotics, and immersive media applications. Our patented technology eliminates the need for time-consuming, error-prone, and expensive "stitching" process that is required by other multicamera systems. This breakthrough will result in cost reduction for the many high-resolution video applications needed in the aerospace and defense industries. Circle Optics is headquartered in Rochester, NY, and maintains a satellite office in Syracuse, NY.