



C++/Unreal Software Engineer

Hays • Cairns QLD



Base pay

\$100,000 - \$150,000



Work type

Permanent



Contract type

Not provided

Job details



Date posted

23 Sep 2021



Expiring date

23 Sep 2022



Category

Science, Technology & Environment



Occupation

Software Engineering



Base pay

\$100,000 - \$150,000



Work type

Permanent



Job mode

Standard business hours



Work Authorisation

Australian citizen / Permanent resident

Perks

Career development

Skills

MACHINE LEARNING

WRITING SKILLS

Full job description

Your new company

An expanding and cutting edge start up in Cairns (with satellite offices in Melbourne) are seeking C++ Software Engineers with Unreal Engine experience to work on the next generation of bleeding edge software platforms using Unreal and cloud technologies!

Your new role

Your new role will see you work within the dedicated multi-disciplinary digital team comprised of software and cloud engineers to work on the design, build and maintenance of a variety of projects using custom built/modified versions of the Unreal Engine. Whilst mainly used for gaming, this organisation uses the technology for scientific purposes to build platforms within the Machine Learning/AI and Physics simulation space (to name a few) for many international clients in the US and EU!

Aside from these external/client projects this organisation also focuses on building purpose-built CI/CD tools, cloud integration software and containerisation extensions (as well as other internal projects, all of which to be released in the future) for the Unreal platform to not only diversify their work but

to also support the eco system and the developers who use it. Whilst the C++ and Unreal Engine are amongst their most used technical stacks, they also use a multitude of other technologies such as Golang, Python and a variety of cloud-based platforms (AWS, Kubernetes, Docker, etc) alongside providing each of their engineers with a custom-built desktop PC, designed to be able to handle the various cutting edge projects they are working on.

When it comes to the working environment, this organisation is very open with regards to company structure, pay scales and career development, they want each of their engineers to know what they can look forward to down the line and want them to take pride in their work and to be the best they can be!

What you'll need to succeed

For this role you will need skills/experience across the following:

- Strong modern C++ or Unreal C++ skills
- Understanding of the C++ compilation and linkage process
- Understanding of modern cloud technologies
- Technical writing skills
- Professional manner when communicating with team members and stakeholders
- Ability to work autonomously

Whilst not a necessity, any of the following are nice to have:

- Experience with Unreal Engine source code
- DevOps skills and experience
- Knowledge of operating system architecture (Linux and Windows)
- Experience with Go, Python, Bash and/or Powershell
- Experience with cloud technologies (Kubernetes, Docker, Podman, Kubernetes Operators, etc)
- Experience using streaming protocols and related technologies (WebRTC, H.264, VP9, etc.)

What you'll get in return

If successful, you will be offered a permanent role with an expanding and cutting edge start up in Cairns however as they have a satellite office in Melbourne you may also be able to work from there (post covid lockdowns of course) to work on a multitude of bleeding edge projects.

What you need to do now

If you are interested in this role, click 'apply now' or email an up to date resume to Toby.Applegate@Hays.com.au. If this role isn't quite right for you but you are looking for a new position please do not hesitate to get in touch.

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