

C++ Software Engineer - Video Compression

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Company: Evertz Microsystems Limited

Location: Poland

Category: computer-and-mathematical

We are looking for Developers for multiple openings in our Video Compression team to expand our range of server-based products. You will join a successful and experienced team working on x86 hardware delivering contribution, distribution and cloud on-ramp technology.

Skills and Experience you will bring: At least 5 years of professional experience with C/C++

Structured, object oriented design and programming techniques Understanding of video

processing and compression pipelines Concurrent programming in Linux environments Git

(Git-based workflows, CI, Confluence, JIRA) Scripting (sh, Bash, Python), Make

Networking (sockets, TCP/UDP/RTP, multicast/unicast) Additional skills and experience that

will be useful: Video codecs (H.264, H.265, JPEG2000, JPEG-XS, DNxHD, ProRes), ffmpeg,

x264 Media containers (MPEG-TS, MOV, MXF) Broadcast production (SDI, SMPTE

ST2110, timecode, NLE) Time systems and time distribution (UTC/TAI, IEEE1588,

SMPTE ST2059, leap seconds) Network streaming (SRT, RIST) Image Properties

(fourCC, colour space, HDR/SDR) Cloud infrastructure and deployment (AWS) Linux kernel

knowledge (drivers, networking, filesystems, memory management, tracing) Linux

packaging/distribution (dpkg-deb, debootstrap, pbuilder, rootfs) CI/CD (Jenkins, JIRA, Stash)

Your responsibilities: Researching, designing and implementing software employing standard

development practices. Identifying areas for improvement in existing programs and

subsequently implementing these improvements. Writing and implementing efficient code in

a manner easily understood by peers. Developing and implementing unit, functional and

regression test procedures pertaining to designed system. Working in an independent and

group setting, mentoring and cooperating with others as needed. Deploying software tools

and processes. Maintaining and upgrading existing systems. Recruitment process is simple: Screening with recruiter (30min) Interview with Technical Director (45min) Technical interview with Hiring Managers (about 90min) About the position / about the project

The Compression team architects, develops and manages high-performance real-time video/audio/metadata compression products, all developed in C++. Your task involved working with encoders and decoders for various codecs (H.264, HEVC, JPEG-XS, NDI, AV1, AAC, MP1L2, among others), processing video both in the compressed domain and in the raw video baseband domain. Video streaming utilizes multiple standards, including SRT, RIST, UDP, RTP, ST2110. The deployment environment spans on-premises servers and cloud infrastructure, all within a Linux environment. Collaboration extends to working with software accelerators PCIe cards, managing a substantial codebase. You will work in an agile environment with our international teams. Your work will be seen by millions. Our engineers develop next-generation technologies that power the creation and distribution of media entertainment that you enjoy at home or on mobile. Our products play a significant role in producing and delivering your favourite sports, shows and movies. Anything you watch on TV or stream online, there's a good chance Evertz is behind the scenes making it happen. We work in agile, low-bureaucracy, cross-functional teams spread across the world. It's a highly creative work environment where the team is built on trust and is relaxed, open and welcoming to all. Evertz has engineering offices in Canada, England, Scotland, India, and now it's time for Poland ! Thank you for considering a career with Evertz!

Please submit your documents in English when applying for this position. When you apply to a job on this site, the personal data contained in your application will be collected by Evertz Microsystems Ltd ("Controller"), which is located at 5292 John Lucas Drive, Burlington, Ontario, Canada and can be contacted by emailing privacy@evertz.com. Controller's data protection officer is Nadiera Toolsieram, who can be contacted at privacy@evertz.com. Your personal data will be processed for the purposes of managing Controller's and its' subsidiaries' and affiliates' recruitment related activities, which include setting up and conducting interviews and tests for applicants, evaluating and assessing the results thereto, and as is otherwise needed in the recruitment and hiring processes. Such processing is legally permissible under Art. 6(1)(f) of Regulation (EU) 2016/679 (General Data Protection Regulation) as necessary for the purposes of the legitimate interests pursued by the Controller, which are the solicitation, evaluation, and selection of applicants for employment. A complete privacy policy can be found at <https://evertz.com/contact/privacy/>

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