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SOFTWARE ENGINEER
AUCKLAND, NEW ZEALAND

Key Objectives

To develop and maintain Right Hemisphere's Deep Server product.

Deep Server is an enterprise application to enable translation and geometric manipulations of 3D files. Its client tools manage 2D, 3D, animation, video and audio assets residing on a computer or network. Tools allow users to create automated processes to, translate, optimize, animate and publish in a range of formats. Deep Server **modules** are available for industry specific translation, authoring and publishing.

Major Roles and Responsibilities

Core Responsibilities

- Analyze, design and build business/technical solutions that deliver the client's goals and provide our clients with maximum value.
- To assist the Project Leader or Software Development Manager to ensure that projects achieve planned levels of profitability and product quality.
- To design the best solution within project constraints.
- To create detailed design documentation.
- To estimate the time required to implement solutions and to negotiate time frames with the software manager or project leader.
- To analyze the potential changes (change management) required and their impact on existing development.
- To code the software as per the Right Hemisphere Standards from the design.
- To test the software against the requirements and test plans in conjunction with the QA Manager and testing staff.
- To document the software (as appropriate).

Work Practice and Productivity

- To take ownership of agreed personal project objectives, timelines and deadlines.
- To manage assigned work to ensure it is completed on or before time.
- To complete administration tasks within timelines established by the Project Manager.

Quality Assurance

- To assist to define, create and maintain development methodologies, procedures and standards.
- To assure the quality of the final products by establishing and checking technical standards, and by verifying that the products meet the needs of clients.
- To provide quality assurance to colleagues.
- To ensure the software division's methodologies, procedures and standards are adhered to.

Professional Development

- To identify training needs and report to the software development manager.
- To identify skill gaps and attend appropriate training courses to enhance performance in other key areas.
- To understand the applicability of new technologies as they become available.

Relevant Skills, Training and Experience

Minimum Requirements:

- Good understanding of enterprise systems and concepts
- 3 to 5 years' experience
- S.O.A.P and XML experience required
- Database/SQL experience required
- Strong knowledge of C++/C# object-oriented design techniques
- Ability to assimilate code quickly and leverage new code off existing libraries
- Good problem-solving skills, self-confidence, self-motivation, and pride in one's work
- Strong attention to detail
- BSCS or equivalent

An advantage if you have experience in:

- Any CAD systems, solid modeling systems, surface definitions, Nurbs, Beziers, and/or similar 3D graphics a bonus
- Experience with working with plugin programming architecture a bonus
- Experience with 3DSMax, Maya, XSI, Lightwave, Catia, ProE, UG, SMLib, etc, a bonus.