

Developpeur C++

The production C++ team at ..is structured in two sub-teams : the team responsible for implementing advanced computer vision algorithms from R&D, the computation core, and a second team responsible for bringing all data to the computation core and creating the reports from the raw data: the acquisition pipeline element is responsible for processing 50 or more video streams in real time and the sending modules connect to our web backend or custom customer equipment (ex: parking totems).

You will be part of the second team : architecting our libraries, implementing real-time interfaces (monitoring probes, third-party interfaces, ...) and performance-critical acquisition algorithms (gstreamer...).

Profil recherché

You should be well-versed in large library architecture, have implemented and maintained production code. You have a strong interest for real-time processing.

Your responsibilities

- Architecture of our C++ libraries
- Optimization of algorithms
- Network development

Your stack & qualification

- Strong experience of C and C++ (multithreading)
- Experience with gstreamer/glibc is a bonus

Déroulement des entretiens

- 1) phone interview
- 2) technical test
- 3) technical review by visio
- 4) lunch with the C++ team at our office