

Senior Software Engineer

The Company:

At Tanvas, our mission is to make your interactions with touchscreens more interesting, more natural, and more engaging. We have developed a novel haptic touchscreen technology that not only tracks the fingertips, but controls what they feel: textures, edges, collisions, and even the illusion of shape on a featureless glass panel. We are developing an extensive set of tools that developers can use to paint haptics to the screen, when and where they want, and to integrate haptics tightly with graphics and audio. We are developing applications in numerous markets including automotive, advertising, entertainment, and consumer electronics.

The Challenge:

We are looking for an experienced Software Engineer to architect and develop the TanvasTouch Engine: the core set of drivers, services, modules, and APIs that enable developers to exploit haptics. You will be a key member of the software development team and will work closely with all other functions including UX, customer engagement, and hardware/firmware.

- Develop core components of the TanvasTouch Engine.
- Write high quality, production ready code in C and C++
- Engage in high-level decision-making affecting core products
- Collaborate closely with all other functions in an atmosphere that values open, spirited debate, accountability, and a focus on company goals above all others.

The Job:

- BS/MS in CS/CE
- Strong knowledge of C and C++
- Experience with high performance, low latency systems (e.g., game engines, embedded systems)
- 7+ years of experience
- Experience architecting software systems
- Up-to-date knowledge of software design and development practice
- Experience delivering production-level, commercial software is a plus
- Familiarity with C#/Java/.Net is a plus
- Experience in API/SDK development a plus
- Experience in desktop UI applications a plus
- Strong communication and collaboration skills are essential

The Next Step:

Email your resume to jobs@tanvas.co *Note: You must have valid U.S. work authorization*