

Employment

Scaleform is pioneering a new wave of graphical user interface technologies, beginning with GFC - the first high-performance, cross-platform vector graphics and user interface (UI) engine. The GFC SDK is designed to accommodate a range of different robust developer and system requirements, as well as easily integrate into existing tools and middleware solutions. In addition, GFx our small-footprint hardware accelerated vector graphics / Flash® texture animation engine, is under development to meet the needs of the Console and less user intensive computer gaming needs.

Now that the first versions of GFC/GFx are being readied for commercial release in the spring of 2006, Scaleform is rapidly expanding in preparation of the formal product launch and is looking to hire top-notch C++ programmers and technical writers. This is a unique opportunity to get in on the ground floor of an exciting new high-growth company.

Scaleform is conveniently located between Baltimore and Washington DC, with easy access to several major highways, the DC metro, University of Maryland, and much more.

Lead Software Engineer

In depth expertise in C++ programming with an emphasis in 2D/3D graphics and strong writing skills.

Languages: C/C++, ASM, Java, HSL (Shaders)
Platforms: Windows, Mac, Linux, PS2, X-Box
APIs: DirectX, OpenGL, MFC, Java 2D, SVG
Interests: 2D/3D Graphics, GUIs, Games
Experience: 5-10+ years as programmer

Join the Scaleform team in enhancing the first hardware accelerated cross-platform C++ GUI for interactive entertainment. Work with the core engineering group, to create the PC and console graphics, input, and animation layers of the GFC UI toolkit.

Responsibilities:

- Port GFC by developing highly optimized graphics and input drivers for next generation consoles including both current and future Xbox and PlayStation platforms.
- Integrate GFC into several of the leading 3D engine frameworks, working in close cooperation with 3rd party engine and game companies.
- Create test processes for the GFC framework (PC and console) and assist the team in debugging.
- Provide technical support for the GFC engine and tools (via email and forum) to a wide range of high-profile game companies.
- Architect and develop new UI oriented graphics library functionality, such as 2D animating vector graphics, optimized 2D/3D rendering, and hardware shader based graphics effects.
- Aid in the development of the GFC SDK instructional material, ranging from core reference manuals to introductory tutorials/overviews to simple software demos.

Please send resume to:

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