

TREALITY SVS (Belgium)
Pieter Verhaeghestraat 44
B-8520 Kuurne
Belgium
Tel: +32 19 60 04 03

TREALITY SVS (US)
600 Bellbrook Avenue
Xenia, OH 45385-4053
United States
Tel: +1 937 372 7579
Fax: +1 937 736 2245



TREALITY JOB DESCRIPTION: Software Engineer

Are you looking for an exciting career in Defense and Aerospace? TREALITY® Simulation Visual Systems welcomes people who share our determination and high standards to join us in doing work that moves the world forward and saves lives. TREALITY® SVS has a diverse culture that celebrates autonomy and inspires leadership at every level of our organization.

TREALITY® SVS is looking for a Software Engineer to join our team and make a difference.

Treality's software tools are a key to the success of our large Visual Displays. Our Simcad Simulation Design software is the cornerstone of every new design and project, while the XDS-RACU Software suite is the central point of control, installation, and maintenance.

As part of the Software engineering team based in Belgium, you will be working on a mix of internal only tools and sellable products.

You will have a critical role in ensuring stability, performance, and support of these tools, relying on direct feedback of the internal user base as well as proactively proposing improvements. You will also take part in new developments, including defining software architecture and developing system level algorithm by leveraging understanding of the key performance aspect of a visual display system.

When necessary, you will go to customer site to better understand and debug the software in the final system ultimately ensuring smooth and on-time delivery of the system to our customer.

Main Accountabilities:

- Implement, test and validate software functions in C++
- Receive bug reports, investigate, fix, validate
- Collaborate with SW team and remote installation and engineering teams
- Develop system level algorithms, prototype, and validate them, implement them in a final product
- Proactively propose product improvements

Education:

- Bachelor's degree (Master's degree a plus)

Experience:

- 5+ years experience with software programming (C++)
- Experience in Linux and multithreaded environments
- Experience in image processing and 3D image rendering
- Experience in Optics of Imaging optical devices is a plus (Camera, projectors, lenses...)
- Experience in Simulation Visual display market (multi-projectors systems, screen, ...)

Personal Competencies:

- Team player

- Fluent in English
- Sense of ownership on assignment
- Ability to travel (10%-20% max)

Technical Skills

- Comfortable with advanced mathematical concepts
- Image processing using OpenCV or similar libraries
- 3D OpenGL image rendering
- Multithreaded environment
- C++ coding
- Visual Studio
- Python
- Coin3D
- Qt library