



Now Hiring

Job Title: Staff Software Developer

Job Description and Key Responsibilities

You will work in close collaboration with expert musicians and our wider software development and research team. Initial responsibilities will focus on design, refinement, and maintenance of software code for graphical user interfaces, MIDI and similar music interfaces, and core internal algorithms.

This position involves scalable, cross-platform C++ development and research. You should be a strong software engineer, with a desire to create efficient, highly-maintainable software. You'll need to have a strong music background, with the ability to read music and interact confidently with professional musicians.

Thrive in a fun, fast-paced, informal working environment? To this end, you should be highly self-directed, yet capable of forming close collaborative working relationships. Excellent oral and written communication skills are a must.

Required Qualifications

- Excellent C++ coding skills for cross-platform development.
- Extensive background with wxWidgets (or comparable) cross-platform GUI interfaces and similar APIs.
- A strong passion for music and a deep music background, with the ability to read music and a high comfort level in communicating with expert musicians on a daily basis.
- Demonstrated ability to perform innovative and significant research in the form of technical papers, theses, or patents.

Desired Qualifications

- Interest in musical audio signal processing; ability to play an instrument.
- Experience developing general purpose toolkits and APIs.

Education Requirements

- Masters degree in Computer Science or a closely-related field.

This is a full-time position, working in the Research Triangle Park area of North Carolina. Excellent pay, stock options, and competitive benefits.

Interested? Contact us at: ZenphJobs@zenph.com