



June 21, 2010

Role: GIS Software Engineer I

Location: 2d3 Incorporated Headquarters, Irvine, California

The Company

Since 1999, 2d3 has supplied a range of computer vision products, all based on '3D from the moving image', mainly to the film and television production industries. The company's primary product, Boujou, the world's leading automatic camera tracker, is now used by most film and video post-production companies to generate visual effects requiring accurate registration of real and virtual images.

In 2006, 2d3 expanded its efforts into the aerial imaging market. The group has developed a set of technologies covering a wide range of real-time and off-line computer vision capabilities for processing of aerial motion imagery, including its flagship product, TacitView.

2d3 is part of OMG plc, a company with a 25 year history of developing, manufacturing, and selling products for 3-dimensional tracking in medical, industrial, government, and defense markets. OMG exports over 80% of its sales with customers in over 50 countries. Since 2001, OMG has been listed on the London Stock Exchange and today employs more than 200 people in UK and US.


The successful candidate will join a team with incredible experience and help us win projects and sell product covering automatic object recognition, vision hybrid navigation and targeting, tracking and collision avoidance, and terrain and urban modeling. Yeah, really cool stuff.


The Job

This opportunity is for a sharp engineer with knowledge of the latest trends and techniques used in GIS software development. Your primary responsibility will be new development and maintenance of our TacitView software product and related Geospatial capabilities. If we want to add a layer that supports reporting the location of every donut shop in a given area, we are going to turn to you.

Therefore, you will need to have the following key skills:

- Programming Languages, Protocols, Formats
 - C and C++
 - OpenGL
 - .NET
 - XML
 - SQL, Oracle or other DB experience
- Methodologies
 - AGILE, specifically SCRUM
- Tools
 - SVN
 - Boost
 - IPP
 - AGI's Insight 3D

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- Sensing Systems' Tungsten

In addition to your skills, you will also be required to satisfy the following requirements:

- US Citizen (you may need to get a clearance at some point)
- Fluency in English, both written and spoken
- A four year, technical degree - preferably in electrical or computer engineering or computer science, but if you can write great code and grasp the technical topics required of the position, we will take a look
- 2 years of full time, professional software development and engineering experience, preferably in the GIS field
- Expert knowledge of Microsoft Office applications, specifically Word and Excel
- Already reside near or be willing to relocate to Orange County, California
- Be willing to travel up to 40% of the time for field trials, trade events, and other company facilities
- Understand the differences and commonalities of 'internal' and 'external' customers
- Excellent analytic problem solving and critical thinking skills

Many candidates will satisfy all of the requirements listed above. The one who gets the job will be determined by the following qualities:

- A 'can do' attitude coupled with a history of finding solutions to problems – not just finding the problems. Finding problems is easy, what we do is hard – solving problems. This is why we succeed.. If you are someone that says 'I think I can solve that', and looks for ways around barriers, then you might be our candidate.
- A technical ability to understand and demonstrate 2d3's core technology, and find innovative ways to implement it.
- In order to successfully solve problems, you need to be empathetic. You need to be able to put yourself into the customer's (internal and external) shoes and envision how your solution can solve their problem.

If you can honestly say that you have these criteria, we want to talk to you.

How to apply

Send a resume and cover letter to careers@2d3.com.

In your cover letter, please highlight why you think you can satisfy the needs of our organization.

PRINCIPALS ONLY (This means no recruiters please)



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