



## Computer Vision & SLAM Programmer

We are Velan Studios, an independent game developer with a passion for the unconventional, and we are looking for programmers with broad experience in computer vision and SLAM to add to our team.

We are a growing studio making long term investments in augmented reality. As a programmer working on our computer vision and simultaneous localization & mapping (SLAM) pipelines, you help us unlock wildly creative new gameplay through novel application of CV and SLAM techniques. To be clear, we are not taking off-the-shelf ARKit and making something we have seen before. We go wherever we need to go to create something we have never seen before. That means understanding the math, the physics, the electronics at a deeper level. That means continuous iteration and experimentation in close collaboration with your colleagues. That means working under some tight hardware constraints. If this sounds exciting to you, please consider applying!

We have three requirements:

1. We use C (our preference) and C++ (if we must), to create games and related things. You must be very comfortable in C and C++, and have produced at least one major project using C/C++.
2. Our curiosity drives us. You must be deeply curious about something, and have some evidence of that curiosity. We are looking for candidates that demonstrate a pattern of persistent and self-motivated exploration.
3. At least three years of experience working in the computer vision and/or SLAM space. Graduate school counts!

While CV/SLAM is your area of expertise, we do not hire programmers so that they may work exclusively in one specialized area. Programmers should own areas of our technology, but have the flexibility to work across the codebase.

In addition to the requirements above, future members of the programming team need to be ready to embrace our studio values including:

- World class through unconventional thinking.
- Respect for players and colleagues. Ready for the responsibility that comes from that respect.
- Regional technology and game development community engagement.

If you think Velan Studios might be a fit for you, please apply:

- Email [jobs@velanstudios.com](mailto:jobs@velanstudios.com) with a resume and cover letter. Put "CV/SLAM Programmer" in the subject line.
- In your cover letter, please share one thing you are passionate about – it can be completely unrelated to programming and games – and what personal or professional output has come from this interest.