

XPI Simulation is a world-leading provider of driver training simulation solutions, serving clients ranging from police forces and charities to Formula 1 motorsport teams. With many years' experience at the forefront of developing real-time 3D graphics technology, the XPI team have built a reputation for delivering high quality simulation and training. The business also invests heavily in research, and as part of that commitment is developing next generation rapid 3D modelling and visual solutions.

Join our software team in Chessington and you'll work together with our graphics and research team to lead the development of a new ray traced graphics engine. Ultimately, you'll influence the direction of 3D graphics, within the company and the MoD, playing a big part in our future success.

Key responsibilities

- Lead a small team, providing constructive feedback and ensuring we achieve the best possible solution whilst fostering an open and encouraging team environment.
- Play a key role in the development of a major new product, including design, development and testing
- Ensure the team deliver software to a very high standard

Skills, qualifications and experience

- A degree-level education, either in Computer Science, Engineering, Mathematics or Physics
- Established skills in object-oriented design and programming
- The ability to code in C/C++ and engage in GUI development within an Agile or test-driven environment
- Experience in CUDA, OpenGL and QT GUI development.
- Experience writing multi-threaded / multi-core software
- Knowledge of graphics engine development, ray tracing development and C++11 would be desirable
- Good understanding of technologies used in 3D engines and graphics
- Experience of leading a small development team to delivery in an Agile environment

How to apply

To be considered for this role, please email your application to hr@xpisimulation.com or post your CV with covering letter to:

XPI Simulation
Oakcroft Business Centre
Oakcroft Road
Chessington
Surrey KT9 1RH