

Computational Geometry Engineer

The main focus of this position is about enhancing and adding functionality to the geometric engine that powers the client's primary product. The ideal candidate will have an interdisciplinary background in software engineering and geometry or design-related sciences.

Job Responsibilities:

- Improving the robustness of the existing geometric algorithms
- Optimising the performance of the existing geometric algorithms
- Coming up with geometric solutions based on client requests and developing them as robust and generalised algorithms
- Assisting the customer success team with client projects when required

Requirements

- Strong problem-solving skills
- Experience in coming up with solutions to geometric problems and developing generalised and robust algorithms
- Flexible and thinking out of the box attitude
- Ability to work independently
- Great organisation skills
- Degree or expertise in Computational Geometry, Computer Science or Mathematics
- Examples of academic or professional work in computational geometry
- Experience in algorithm optimization
- Deep knowledge of algorithms and data structures
- Experience in Java or other object-oriented programming language
- Experience in test-driven development
- Comfortable working with version control systems such as Git
- Based in the UK (preferred) or in another European country

Optional Requirements

- Experience in 3D printing and 3D printing algorithms
- Experience working with implicit geometries
- Experience working with CAD software