Joboffer dated from 01/11/2022

Visual FX programmer (shaders)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Salary:	Competitive
Zip Code / Place:	2171 AT Sassenheim
Country:	Netherlands

Company data

Company:	**Act-3D**
Street adress:	Hoofdstraat 10
Zip Code / Place:	2171 AT Sassenheim

LUMION

Contact Person

Name:	Floyd van den Wijngaard
Position:	
Street adress:	Hoofdstraat 10
Zip Code / Place:	2171 AT Sassenheim
E-mail:	floyd@lumion.com

Job description

Lumion is looking for a Visual FX (game) programmer (HLSL/GLSL)

Are you a□**talented shader programmer/artist**□looking for a new challenge? Do you enjoy writing shader code, have□**a strong drive in researching and applying new techniques**, and□love creating **new**□**jaw-dropping effects**? Is code like this what gets you out of bed in the morning?

□

#if STOCHASTIC_TRIPLANAR

// stochastic blending of coordinates

Games-Career.com is a service provided by:

```
if(coords.weight[0] >= noise.x)

return tex.SampleBias( samplerAnisotropic, coords.uv[0], gMipMapOffset);

if((coords.weight[0] + coords.weight[1]) >= noise.x)

return tex.SampleBias( samplerAnisotropic, coords.uv[1], gMipMapOffset);

return tex.SampleBias( samplerAnisotropic, coords.uv[2], gMipMapOffset);

#endif
```

Then we are looking for you!

☐

Lumion is a visualization program for architects and runs on a custom ☐ **DirectX 12 based 3D game engine**. The technology is cutting edge and real-time. AR / VR / Metaverse, Ray tracing, RTX.

☐

We are looking for a new colleague to join our development team. Your role will be ☐ **pushing the visual boundaries of 3D rendering**. Our focus lies beyond the quality you usually find in games. This offers an ☐ **unique opportunity** ☐ when your passion lies with programming 3d graphics. This is your chance to shine!

☐

We're flexible in terms of work location. Part of our team works ☐ **remote**, others do work in our office in ☐ **the Netherlands, near Amsterdam**. We can help you relocate.

☐

What we offer

- Permanent full-time job ☐

- Great salary

- Remote work possible

- Friendly and fun work environment

    ☐

- We work no overtime

Requirements

- Work experience in shader programming (HLSL/GLSL) is a plus.☐

- However, if you're great at HLSL/GLSL shaders, sheer talent can make up for a lack of work experience!

- You are able to show some of your work

Interested in the job?☐

Then we would love to hear from you.

☐

Send the following to floyd [at] lumion.com (replace [at] with @):☐

- Your full name, CV, motivational letter, and/or portfolio

- Your preferred rate per month in euros (€)

- The date you can start working for us

☐

Please write 'Visual FX programmer: your name" in the subject line of the email.

☐

☐

For more information about our company and our product:

- lumion.com
- Youtube
- Instagram

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