

Software Developer London, UK

The Opportunity

Rough Diamond Labs brings innovative and disruptive ideas in the experience economy to market, furthering our mission to make the world a happier, healthier and better connected place. We are currently developing a retail-based experience that is in stealth mode. Joining our team offers an incredible opportunity to join an entrepreneurial startup at a defining moment in its history- the public launch!

The software developer is responsible for the technical implementation of interactive projection mapping experiences: specifying hardware, developing control mechanisms and coding gameplay.

Rough Diamond Labs is located in Brixton, London. If you have experience making hardware systems connect to create games or experiences, this could be your chance to build on that experience in a fast-growing business. We are on the lookout for people who want more than a job – they want to help build a company that disrupts an entire industry. With RDL you'll be given an opportunity to push your boundaries, to find out what you're capable of, to work with and learn from incredibly smart colleagues, and to enjoy the journey of building a business. Sound like something you can get on board with?

The Role

We are looking for an experienced software developer driven by a desire to develop interactive products using existing technologies in a novel way. You will need to be flexible and able to apply your skills to work on a wide variety of projects in a very fast-paced environment. A fast learner with strong problem-solving abilities, you must be able to keep up with the ever-changing software and technology landscape and be at the forefront of the latest innovations.

The Work:

You'll be working with our Product Development team, undertaking the implementation of our game controls and game coding. You'll be determining the players interactivity with the game, figuring out how to deliver a unique experience to bring people together with a minimal player interface with technology.

The Experience:

Minimum 3+ years' experience programming in C#, C++ and Javascript

At least 3+ years' experience using Unity development environment

Experience building interactive experiences and games a plus

Experience of real-time interactive 3D graphics programming

Experience with motion sensor cameras such as Kinect and Orbbec Astra

Full software life-cycle application development – designing, coding, debugging, testing and documenting applications

Managing code base for live products

Participate in design and code reviews to ensure high quality software

Demonstrated excellent verbal and written communication

Interpretation of non technical briefs to actionable scopes of work.