



Visteon®

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Requisition Number: 14201

Post Date: Oct. 13, 2017

Title: Graphics Developer

City: Kerpen

State: NRW

Country: Germany

Description: Graphics Developer, located close to Cologne, Germany

About Visteon

Visteon is a global technology company that designs, engineers and manufactures innovative cockpit electronics products and connected car solutions for most of the world's major vehicle manufacturers. Visteon is a leading provider of instrument clusters, head-up displays, information displays, infotainment, audio systems, telematics and SmartCore™ cockpit domain controllers. Visteon also supplies embedded multimedia and smartphone connectivity software solutions to the global automotive industry. Headquartered in Van Buren Township, Michigan, Visteon has approximately 10,000 employees at more than 40 facilities in 18 countries. Visteon had sales of \$3.16 billion in 2016. Learn more at www.visteon.com.

Visteon is an equal opportunity employer committed to a culturally diverse workforce.

Our Vision

A top-three cockpit electronics player delivering a rich, connected cockpit experience for every car from luxury to entry

GRAPHICS DEVELOPPER – KERPEN, GERMANY

Primary Responsibilities

- Real-time rendering part of UI design projects or aspects of the projects
- High-performance of target hardware with minimal visual quality loss by applying heuristic computer-graphic algorithms/optimizations
- High-level of independent communication with internal teams and external partners and customers
- Close collaboration with other graphic engineers as well as technical artists and UI designers within the global design team and customer peers
- Develop and design advanced computer graphics and computer vision algorithms in a standalone context, as well as for scene composers such as Kanzi, Unity, QT or Altia
- Creation and maintenance of an effect, material and shader library (VFX Library)
- Support technical artists with integration of VFX plugins, materials and effects in UI projects

- Focus on continuous improvements of workflow and defined tool chain
- Work closely with artists and content creators to build highly efficient production workflows.
- Grow and maintain effective partnerships with internal design and expert teams as well as customer peers
- Take a creative, goal-oriented approach to solving problems
- Write technical documentations

Requirements

One to four years of working experience as a graphics engineer for real-time applications in the gaming or preferably, automotive industry

BS or MS degree (preferred) in computer science, computer/technical engineering or a similar degree

Desired Competencies/Experience

- Very good software development skills in multiple programming and rendering languages , such as C#, C/C++, java, JS, etc. as well as practical experience with different programming paradigms (OOP, functional, procedural)
- Strong knowledge and understanding of real-time rendering pipelines such as OpenGL, DirectX and/or Vulkan. Furthermore, a general knowledge of 3-D poly modelling, texturing and animation would be beneficial
- Experience in writing technical documentation
- Affinity to new rendering languages, tools and technologies, and willingness to apply these in the automotive context
- Very good English; knowledge in German or French advantageous.

Apply for this Position

If you are interested in applying for this position, send your resume to msaintma@visteon.com, and include the requisition number in the subject of your email.