



OpenGL Software Engineer, INQ Mobile

INQ Mobile, a new Hutchison Whampoa company, is here to revolutionise how you connect with your friends. The last transformation of the mobile came with arrival of text messaging, over ten years ago. So we've decided to do things differently. Through our platform we'll enhance the way you use your phone to stay in touch with your friends. Our phones make using services that'd normally chain you to your desktop, such as Facebook, Windows Live, Skype and eBay, as simple as sending a text. The company launched the INQ1 in October of 2008 and won the GSMA's award for "Best Mobile Handset or Device" in 2009.

As an OpenGL Software Engineer, you will develop the software to unleash INQ's user experience. INQ is passionate about the user experience and places it at the heart of a mobile device. You will be working closely with the user experience team to implement complex graphics, transitions, and animations. You will be expected to be tactical (hands-on), strategic, and proactive in a dynamic startup environment. OpenGL Software Engineers are expected to have cutting-edge graphics programming skills, unwavering commitment to quality, collaborative work ethic, and a knack for creativity.

Your responsibilities

- Design and develop OpenGL-based graphics, transitions, and animations.
- Develop innovative Android mobile software in a fast-paced, cross-functional team.
- Use good development practices.
- Participate in an Agile development team.
- Work with both an onsite and offshore development team, with both INQ and partner team members, using influence, consensus and leadership by example.
- Uphold a culture of excellence in software design, holding yourself and the team accountable.

Qualifications & Experience

- University degree in software development, numerate discipline, or other relevant degree.
- Strong object oriented programming skills using C/C++.
- Prior OpenGL development experience.
- Prior 2D/3D graphics development experience.
- Deep experience with building software for mobile devices. Knowledge must extend beyond applications and into the operating system.
- Familiar with mobile graphics architecture/programming and how this ties into Android user interface components.
- Must be able to write good code, particularly in the lower layers of Android. Driver-level experience (C/C++) is a significant plus.
- Real-world software experience.
- The ability to think logically and clearly, and an ability to express these ideas through documentation and code.
- A team player with excellent communication skills.
- Highly desired:
 - Experience using modern software practices such as Agile methods, OOA/OOD, etc.
 - Experience developing significant projects on mobile.
- Optional but desired:
 - Familiarity with other phone operating systems, specifically BREW.
 - Experience working closely with a UI or User Experience team.
 - Experience leading a Scrum team.
 - Experience working with cross-functional, geographically diverse teams.

You may be requested to travel occasionally to meet with partners and vendors.

Office location: London