**Computer Graphics Engineer. Company: Mybrana.**

**Who are we?:**

We are a start-up formed by highly prepared and motivated professionals who want to change the way of interacting with the world through the use of computer vision technologies and digital content. Our vision is to become the main social network for the future mobile devices. Do you want to help us and be part of this revolution?

**What do we offer?**

* Competitive compensation.
* Respect and flexibility.
* Continuous learning is encouraged.
* No vacation policy, complete freedom to be productive and happy.
* Be part of a crazy Project and Team.
* An amazing place to work and develop as a professional and a person.

**What will you do in a typical day?**

* Be part of a team researching and developing enabling technology for mobile Augmented Reality.
* Design, implement, and verify a graphic engine for mobile devices.
* Investigate and implement new computer graphics approaches for mobile devices.
* Basically, this:
	+ Mybrana.com
	+ Void.mybrana.com

**What skills or experience do you need?**

* Computer Graphics Engineering.
* Proficiency in OpenGL.
* Knowlededge of computer graphic engines and libraries, both open source or licensed.
* C++, C. Java, C# is a must.
* iOS-Android Development is a plus.
* Experience with OpenCV and augmented reality environments is a plus.

We prefer candidates who completed and deployed at least one significant Computer Graphic Project

 or developed PhD in Computer Graphics.

**Location:**

* Our office is at Valencia.

**How can you apply?**

* Send us your application to alejandro.ruiz@mybrana.com.