20 January 2017

Vacancy - Software developer

Do you want to take part in the development of the room acoustics software Odeon, used worldwide by leading acousticians?

ODEON A/S is currently looking for an engineer/software developer to contribute to the continuous development of the Odeon room acoustics software.

Your responsibilities

- Software development, contribute future ideas and code to the ODEON software
- Software validation
- Write documentation; course material, tutorials etc.
- Participate in international training courses and exhibitions

Your skills

- MSc. in software engineering or MSc. in acoustics
- Programming skills in an object oriented programming language (Delphi, C#, C++, Phyton)
- Understanding of 3D terminology
- Knowledge in using 3D modeling software, e.g. AutoCAD, 3D Studio Max, Google Sketchup or Rhino
- Knowledge in signal processing
- Excellent skills in written and spoken English
- Knowledge in room acoustics will be a plus
- 0-5 years of professional experience

Application

If you wish to know more about the position please contact Claus Lynge Christensen at phone +45 88 70 88 46. Send your application to info@odeon.dk before 27th February 2017. We are looking forward to hearing from you.

ODEON A/S develops and distributes the room acoustic simulation software - ODEON. The ODEON software is used world wide for prediction of room acoustics and PA-systems in Concert and Opera halls, Theatres, Worship spaces, Sports stadiums, Open-plan offices, Foyers, Restaurants, Music studios, Underground and Railway stations, Airport terminals, Industrial environments, and Outdoor areas with complicated geometry. Results come as acoustic parameters, sound mapping, binaural or surround sound auralisation allowing you to analyze results with your ears or present "soundscapes" of future rooms to customers.