

Deep Vision Inc.
- Software Engineer Profile -

Qualifications

Essential

- Degree in Computer Science or Electrical Engineering
- Proficient in C/C++
- Two+ years of practical experience
- Excellent object-oriented design
- Creative and self-motivated
- Strong organisational and interpersonal skills
- Significant development experience within the Linux/Unix environment

Preferred

Background in, or working knowledge of:

- Vision systems, imaging technologies
- Artificial intelligence
- Linux/Unix operating system and its fundamental concepts, including file structure, processes and their environment, and interprocess communication.

Experience with:

- A professional editor – Vim, Kate, etc.
- Debugging tools – gdb, DDD, Kdbg, etc.
- Execution and memory profiling – Valgrind, gprof etc.
- A symbolic language – Prolog is preferred.
- A professional IDE – KDevelop, Eclipse, etc.

Desirable

Good understanding of:

- Topology
- Perception and cognition
- Epistemology
- Category theory
- Logic
- Phenomenology
- Graph theory
- Rule-based systems

Undesirable

- Too much time spent in a Windows environment.
- Advocate of, and rigid adherence to, the *Extreme Programming* method.
- Web-trolling approach to problem solving.