

HackMotion is hiring a software engineer, mid-senior lvl.

Looking for addition to our growing team to work with our motion capture technology. Our tech is used for sports applications with current focus on golf swing capture and analysis. In just half of a year we have grown from just a couple of users to hundreds worldwide ranging all the way from Canada to New Zealand and are looking to expand our product range in the near future. This is a great opportunity for any developer that has interest also in hardware as well as engaging applications.

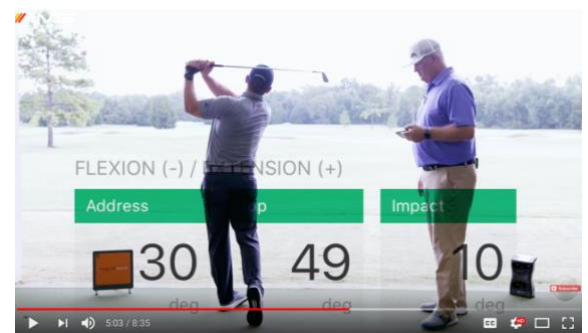
Main job tasks include:

- Help scaling the platform and develop new features for our iOS and Win applications;
- Support and maintenance of existing system and users;
- Build new features for back-end server;
- Help making key decisions for solving software related problems;
- Analyzing user feedback and usage statistics.



What we expect:

- Previous experience in Swift, C/C++, Git (or exceptional ability to learn fast);
- Track record of taking key role in software development projects;
- Motivated person, interested to work in a growing company in fast changing environment. We ship products daily with tight schedules and small team;
- Experience with C#, 3D graphics, VM, Jenkins, SQL is preferable.
- Experience with Matlab, HW, AI will be an advantage.



What you can expect:

- Work in fast growing wearable industry with really fun and engaging applications;
- Ability to influence key decisions regarding software architecture and features;
- See almost instant practical application of your work;
- Join at relatively early stage profitable & growing tech company with international market;
- Friendly and open company culture.



Contact information

Jānis Linde, CEO
29 426 808
janis.linde@hackmotion.com



Atis Hermanis, CTO
29 279 834
atis.hermanis@hackmotion.com

