

About Us

We make audio products and technologies for sale and licensing worldwide. We have a wide range of customers, from the millions of consumers who enjoy our audio enhancement to GRAMMY winning producers to the corporations who have licensed our technologies for use in their own products. To see our products and learn more about iZotope, please visit our website (www.izotope.com).

What We Need

We're looking for a Software Engineer to help us create products and SDKs in C++. Responsibilities will include user interface implementation and integration with signal processing algorithms.

Your primary responsibilities will be project-based. Each product or SDK we produce has a small team assigned to it consisting of a product manager, a DSP engineer, a graphic designer, a developer, and a QA engineer. As the developer, you will be responsible for the project's code base. You will be provided with a product design, signal processing components, a UI design, and a framework in which to work. Your primary task will be implementing the UI and integrating it with the signal processing components. At the end of a project there will be tasks such as setting up an installer and making sure documentation is properly integrated into the product.

Our products are cutting edge and at the top of our industry, and everyone at iZotope takes a great deal of pride in working on them. For an example of the sort of products you will be working on, please see our website (www.izotope.com).

We've found that we work best with software engineers who view software as a craft. It's important that you approach programming projects with an unusually high level of attention to detail. Our developers are well compensated, but it's important that the primary reward is the work itself and the pride you take in the projects that you have finished.

We tend to be the sort of programmers who have been programming since they were young, but this is certainly not a requirement. We require at least 3 years of C++ programming experience and a BS or equivalent degree.

Key Skills

Strong C++, a definite must. It's not important that you've memorized things like operator overloading semantics or template specialization syntax. It is important that you are completely fluent in the most commonly used features of C++.

Visual Studio (any version, we currently use .NET 2003 and will upgrade to .NET 2005 soon). It's critical that you're completely comfortable developing and debugging in this development environment.

Skills That Aren't Required

It's important to realize that you'll be working as part of a highly specialized team of people. This means that there are certain skills which are not necessary:

Signal processing. You will be provided with fully developed DSP algorithms. Some familiarity with DSP is certainly helpful, but anyone who is solid in math (mostly algebra, some trig & calculus) will be able to learn what they need to know in order to integrate DSP algorithms with a user interface.

Graphic design. Each project has a separate graphic designer, so you do not need graphic design skills or experience.

Please submit resumes to devjobs@izotope.com. The starting date can be flexible, but if possible we'd prefer that you start immediately.

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