C++ Developer (f/m/d)

Apply Now

Company: think-cell

Location: Izmir

Category: other-general

At think-cell (Permanent / Contractor)

Salary: €90.000 - €130.000

Expires at: 2024-08-09

Remote policy: Global remote

About us

think-cell is the leading developer of graphics software to improve professional slide production in Microsoft PowerPoint. Our software automates the creation of charts and layouts to make working with PowerPoint easier, faster, and more enjoyable.

We have published scientific articles in the areas of Artificial Intelligence and Computer Graphics and we will encourage you to do the same. We sponsor visits to conferences and have close relationships with universities and research institutes in the U.S. and Germany.

Your role

We are looking for bright, creative Developers with a solid theoretical background. Our team of Developers consists of a wide range of people, from recent graduates in Computer Science, Physics, and Mathematics to developers with 10+ years of experience. A university degree or

work experience with C++, together with a fresh and creative problem-solving approach would be an excellent combination for the role. We love working with talented people, whether you are a student, a fresh graduate, or a C++ expert, therefore our recruitment process is skills-based consisting of tasks related to the role.

You will work largely independently and will be responsible for the whole range of activities when implementing a new feature. You should be able to look at a problem from the user's perspective and discuss abstract concepts with fellow Developers. We expect each of our developers to do architecture, design, implementation, customer feedback, and bug fixing, rather than splitting these activities between several people. We thus put everyone in control of their own work.

At think-cell, there are no deadlines, and no scheduled meetings. A feature is ready to be released when you are convinced that you have implemented the best possible solution. Meetings take place as needed, with only the people that are actually involved being required to be present. At any time in the process, ideas, suggestions and criticism from anybody in the hierarchy is welcome and is seriously considered. Your ideas are welcome, even if they mean that we have to change a lot of code to make things better.

We have published several scientific articles in the areas of Artificial Intelligence and Computer Graphics and we will encourage you to do the same. We sponsor visits to conferences and have close relationships with universities and research institutes in the U.S. and Germany.

think-cell encourages a healthy work-life balance. We do not work at night or on weekends, and support our staff's families with a full-time company nanny. She is available for free when children are sick, or when you just feel like spending an evening out.

Main requirements
We are looking for smart, creative developers with a solid theoretical background.

You will work largely independently and will be responsible for the whole range of activities when implementing a new feature;

You will be in control of your own work. Instead of splitting different activities between several people, you will involved in all: architecture, design, implementation, customer feedback and bug fixing;

You should be able to look at a problem from the user's perspective and discuss abstract concepts with fellow developers;

You should have at least B2 English speaking skills.

We closely track the latest versions of our compilers, Visual C++ and Xcode, so we can always use the latest C++ standard features as soon as they become available.

Bachelor´s Degree or higher.

Nice to have

Here are some highlights of what we have done

Language

Everything we do is C++. Even our customer portal is written in C++. There is some Assembler glue code where it is necessary, and our build scripts are written in Python, but other than that think-cell is all about C++

We closely track the latest versions of our compilers, Visual C++ and Xcode, so we can always use the latest C++ standard features as soon as they become available

We fund the working group for programming languages of the German Institute for Standardization (DIN). Some of our employees are members of this committee and vote in the international standardization process of ISO/IEC C++

We sponsor the Standard C++ Foundation helping them to promote the understanding and use of modern Standard C++ on all compilers and platforms

Library

We use Boost throughout our code, e.g., Boost.Spirit for parsing

We have our own range library, in the same spirit as Boost.Range or Eric Niebler's range-v3, but going further, for example, by unifying internal and external iteration. We gave a talk about it, and most of the code is public

We develop our own cross-platform library to support Mac and Windows with a single code base

We have our own reference-counting and persistence libraries to save and restore whole object trees

We have an extensive bug-reporting infrastructure. Assertions and error checks stay in the release code, and our software automatically reports bugs to our server. The server analyzes the bug, categorizes it, and files it in a database that all developers can access. If an update fixes the bug, the user can download the update directly from a bug response web page.

Algorithms

think-cell was founded on the idea for an algorithm for automatic slide layout, and we are still on an exciting journey towards that ambitious vision. You can see our most recent release in action!

We developed a new algorithm for automatic point cloud labeling that allows labels to be positioned away from the actual points

We developed a new algorithm for automatic column chart labeling

We are working with John Forrest – author of the linear solver CLP – to make his simplex code faster on our kind of problems

We developed many generic data structures that are not in C++ or Boost, for example, partitions

Our software not only produces charts, it is also able to read them back from the paper. For our chart recognition tool, we rely on OpenCV and the Leptonica Image Processing

Library;

Reverse Engineering

We do lots of reverse engineering with the disassembler IDA from Hex-Rays, in order to achieve things that are not possible via the documented Microsoft Office API;

We wrote probably the best function hooking engine out there. At each start of our software, we patch the Microsoft Office executables in memory. Rather than hard-coding patch addresses, we search for small chunks of assembly code to be robust against minor changes in the executables.

Benefits & Perks

Here is what we offer in a nutshell:

A wide array of extremely challenging C++ development tasks

An international team of brilliant minds

A working environment that makes this team stay and grow

Enough time to make sure that every detail of your solution is perfect

A flat organization and plenty of room for your ideas

No scheduled meetings

Lifestyle-friendly working hours, no deadlines, no overtime

Support for relocation

A competitive salary from the start and a raise to EUR 130,000 annually after only one year

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