



(Senior) C/C++ Software Engineer

We are looking for senior C/C++ software engineer for Trymedia's Software Development office located in Alicante (Spain).

To start immediately!

Send your resume to iarroyo@real.com

DESCRIPTION:

We are seeking a senior C/ C++ software engineer. The position requires writing complex C/ C++ code. Candidate must have extensive experience with threads, advance data structures and the Win32 API. Security and cryptography experience is a plus.

Candidate must be self-motivated, have strong communication skills, be able to grasp new programming concepts and program within a large system.

About Trymedia Systems, a division of RealNetworks Inc.

RealNetworks (NASDAQ:RNWK), the market leader in digital media services and software, is seeking A+ talent with experience in maintaining high available & scalable Win32 solutions. The company develops and markets software products and services that enable the creation, distribution, and consumption of digital media, including games, audio and video. The selected candidate will be part of a major new initiative in the company that is focused on the digital content distribution & syndication.

What is ActiveMARK™

ActiveMARK is a digital distribution services and DRM technology suite.

Developers, Publishers and Distributors use it as a simple way to securely distribute and sell PC games and software on CD/DVD, the Web and Peer-to-Peer Networks with a single solution. When consumers share ActiveMARK-enabled software with their friends, instead of preventing copies from being made, the duplicated files revert to trial mode and offer the next user an opportunity to purchase.



JOB DESCRIPTION

The position requires experience across the full software development life cycle, from analysis to deployment along with advanced knowledge of practices and methodology. Demonstrated advanced understanding of troubleshooting, root-cause analysis, application design and solution development.

Essential Functions:

| | % of Time |
|--|-----------|
| 1. Design and implement ActiveMARK/AMIGA features | 40 |
| 2. Provide ActiveMARK/AMIGA support to packaging team | 30 |
| 3. Research new methods to improve DRM | 10 |
| 4. Maintain ActiveMARK/AMIGA | 10 |
| 5. Prepare ActiveMARK/AMIGA, License Server and Ad Router releases | 10 |

Experience, Knowledge, Skills and Abilities

Minimum:

- Computer Science Degree.
- 3+ years in software development. Must have participated in at least 2 full software release cycles.
- Extensive C/C++ skills.
- Proficiency with Assembler.
- Proficiency with Java, JavaScript, HTML, CSS and AJAX.
- Strong knowledge of DRM technology.
- OS and OS kernel proficiency.
- Commitment to customer and business customer satisfaction.
- Excellent analytic ability, strong communication skills, and a strong sense of urgency.
- Ability to read, write and communicate in English.

Preferred:

- Development experience in consumer software a big plus.
- Proficiency in Windows programming, debuggers and reverse engineering.
- 1+ years Mac development.
- 1+ years programming in DirectX, OpenGL.
- English and Spanish fluency.

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