



Exciting full-time position at Odeon A/S

Would you like to be part of our innovative team that develops, distributes and supports the ODEON Room Acoustics Software? Then send your application to Odeon A/S!

Odeon A/S is leading in the field of software for room acoustics simulation and measurement, and it is situated in DTU Science Park. We are currently looking for a software developer with skills in acoustics, 3D geometry and signal processing to expand our multi-disciplinary team.

Primary responsibilities

- Software development & research, with focus on signal processing algorithms for audio (auralisation) and 3D rendering.
- Design of user interface.
- Software validation.
- Writing documentation; manuals, papers, application notes, course materials etc.
- Participating in international exhibitions and conferences.
- Occasionally supporting our international users.

Professional skills

- MSc. in software engineering or audio computing related studies.
- Skills in programming in an object-oriented programming language.
- Solid knowledge in signal processing.
- Knowledge in (room) acoustics will be a plus - but not a requirement.
- Understanding of 3D terminology. Some knowledge in using 3D modeling software, e.g. AutoCAD, Sketchup, Rhino.
- Excellent skills in written and spoken English.
- Team player, service minded, 0 - 5 years of professional experience.

Benefits

- Very friendly and pleasant working environment, with an attractive compensation package.
- Constant learning within topics of acoustics, programming and support.
- Travelling for a few days 1-3 times a year (at normal times).
- Freedom to implement your own ideas in the software. See your contributions realised from research and development to the final product, and receive constructive feedback from the end users.

Interested?

Please send your cover letter and CV to info@odeon.dk. If you wish to know more about the position please contact Claus Lyngge Christensen by phone at **+45 88 70 88 46** or by email at clc@odeon.dk.