



Full-time position at Odeon A/S

June 2025

Would you like to be part of our innovative team that develops, distributes and supports the ODEON Room Acoustics Software?

Odeon A/S is leading in the field of software for room acoustics simulation and measurement, and is located at DTU Science Park. We are currently looking for a **software developer with skills in acoustics, numerical methods and signal processing** to expand our multidisciplinary team.

Primary responsibilities

- Software research & development, with focus on these areas:
 - Audio signal processing algorithms (e.g. PA systems, measurements).
 - Numerical methods and performance optimization (e.g. wave acoustics, CPU/GPU computation).
- Design of user interface.
- Software validation and documentation.
- Occasionally taking part in broader company activities (e.g. conference attendance, technical support etc.).

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 and machine learning will be a plus - but not a requirement.
- 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 and programming.
- Travelling for conferences 1-3 times a year.
- 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?

Apply by sending your cover letter and CV to info@odeon.dk. If you wish to know more about the position please contact us by phone at **+45 88 70 88 47** or by email at info@odeon.dk.