

C++ Software Engineer (m/f/x)

Full-time (38.5 hours per week)

About atmoky

atmoky is based in Graz, Austria, and develops real-time immersive audio solutions for games, VR, and interactive environments. Our technology runs across major game engines and audio middlewares, with cross-platform runtimes for desktop, mobile, and console platforms.

Our work spans three main pillars. **trueSpatial** is our flagship, production-ready spatial audio rendering engine and is already used in shipped games. **trueAcoustics** is a real-time acoustic engine for games and VR that focuses on plausible, reactive sound propagation in large, interconnected, and dynamically changing environments. In addition, we build immersive audio engines for **LBE**, including runtime and authoring systems for museums, themed attractions, and shared immersive spaces.

We are a small team of engineers and audio researchers, working hands-on across engine development, research translation, and productization.

The Role

We are looking for a **mid to senior-level C++ Software Engineer** with a strong generalist mindset. This is a hands-on engineering role working across performance-critical runtime code, system architecture, and tooling.

You will take end-to-end ownership of features and move between low-level engine development and higher-level architectural decisions. As the team grows, this role can evolve into a **technical lead position**.

What You'll Do

- Design and implement performance-critical runtime code in Modern C++ (C++20 and later).
- Develop and maintain cross-platform audio runtimes.
- Shape engine architecture, APIs, and technical roadmaps across product lines.
- Translate research prototypes into stable, production-ready software in collaboration with internal and external partners.

What You Bring

- 3+ years of professional C++ development experience, ideally in real-time audio processing or realtime systems.
- Solid understanding of software architecture.
- A generalist mindset with the ability to work across engine internals and system-level design.
- Ability to translate/convert prototypes (python) to production C++ code.
- Familiarity with version control (Git) and established software development procedures.
- Comfort working independently in a small team, with clear ownership and visible impact.

Nice to Have

- Experience with:
 - Real-time audio processing or DSP
 - CI/CD, DevOps (Gitlab)
 - Game engines (Unreal, Unity), audio middleware (Wwise, FMOD), or console development (PlayStation, Xbox).
 - JUCE or audio plugin development.
 - Web Development

Our Stack

C++20, CMake, Python, JUCE, GitLab, Windows, macOS, Linux (plus console and mobile platforms)

How We Work

- **Flexibility:** We value personal collaboration at our office in Graz, with flexible working hours and hybrid options. Fully remote work is possible in exceptional cases.
- **Team Culture:** Small team, direct communication, shared responsibility, and technical ownership.
- **Atmosphere:** Professional, focused, and relaxed.

Compensation

We offer a salary in line with the Austrian IT Collective Agreement (IT-KV), with **overpayment depending on experience and responsibility**.

How to Apply

If this role sounds interesting to you, please send us:

- a short CV and/or LinkedIn profile, and
- a few lines about what you've been working on recently, or what excites you about this role.

Links to code, projects, or technical writing are very welcome, but not required.

Please email your application to hello@atmoky.com with the subject line "**C++ Software Engineer at atmoky**".