

# Senior CG Engineer

Porto, Portugal

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Didimo  
Porto, Portugal



<http://mydidimo.com/>  
[careers@mydidimo.com](mailto:careers@mydidimo.com)

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## About Us (so you can know who we are)

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Didimo wants to Humanize Technology by bringing empathy to everyday communications. Our Mission is to connect everyone in the world with a digital version of you: a **didimo**, which means 'twin brother' in Old Greek.

We develop our software thoughtfully, using the human face as an 'interface' with technology. We enable the creation of lifelike virtual humans (3D virtual self) who look, speak and behave like you, to be shared across platforms and applications in sectors including VR/AR, entertainment, e-commerce and education.

Didimo is backed by a strong team of investors, including Techstars, and has proven traction in the market, shown by several awards - IBM Scientific Award, Women Who Tech - participation and presentations at major events - TEDx, Google For Entrepreneurs Blackbox Connect - and working with global companies - Amazon, Sony.

We value our people and place them at the core of everything we do. We strive to hire team players alongside technical prowess, and it's our essence the **gratitude, humility** and **empathy**.

Our team is our pride.

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## About the Role (or a brief description of your job)

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We are looking for a passionate and creative **Senior CG Engineer** who enjoys being responsible for developing leading-edge graphics that deliver the next generation of virtual 3D humans. You must be proficient in writing highly optimized, extensible and maintainable code under aggressive deadlines.

You must value initiative, teamwork, and have a culture of giving and sharing in a fast-paced environment while being autonomous. Good communication skills are a must, as our team members are located in Portugal and the UK, and potentially other locations in the future.

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**Responsibilities** (in which you learn what you will do)

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Interact closely with our CG pipeline engineering team to design and develop the core technologies of our 3D character engine.

Collaborate with the art team to translate the artistic visual expectations into our engine.

Research and propose improvements to processes and pipelines.

Contribute to the cross-team development of common libraries.

Help define best practices in the development and contribute for a share and learn driven environment.

Become a valued member of an autonomous, cross-functional team.

Writing reusable, testable, and efficient code.

Participate in architecture and technical discussions.

Take projects from concept through development, QA, staging, to production deployment.

Function effectively in a high-volume, fast-changing work environment while managing multiple time-critical issues.

Interact and work in a collaborative manner with customers.

Ability to ask for help, be vulnerable, admit mistakes and weaknesses.

Work from our awesome office in Porto.

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**Requirements** (are the things we expect you to be)

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You must be passionate about the impact that technology can have in creating empathy and trust across digital mediums. You must be comfortable working in a *rapidly changing environment* and predisposed to document everything and share knowledge. You must be highly accountable and autonomous, but still, show a proper level of reporting and risk escalation. Your work ethic is impeccable, and you persist to get things done.

For this role you must have these skills and qualifications:

- 8+ years of expert level C++ experience;
- Degree level in Computer Science, Software Engineering or equivalent experience;
- Strong background in Computer Science fundamentals, Computer Graphics and Image Processing;
- Strong 3D Mathematics skills with emphasis on Computational Geometry.
- Good understanding of code versioning tools such as Git.

We will give extra points if you have experience with:

- Physically-based Simulation (e.g. Cloths, Fluids, Skin).
- 3D Deformable Algorithms;
- Graphical APIs (e.g. Direct3D, OpenGL);
- Graphical shaders;

- Game engines (e.g. Unity, Unreal, Lumberyard);
- 3D applications (e.g. Maya, Blender);
- JIRA project management software.

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### Highlights (or why you will *love* to work at **Didimo**)

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Our office is right next to the Atlantic Ocean, so you will be surrounded all year round by sunny (well, sometimes it rains) beaches, sailing schools, surf spots, gym and world's best fish and seafood restaurants.

Being a part of **Didimo** comes with nice and pleasant *Perks* which we are always working on improving - health benefits, food allowances, annual getaway and team building activities.

You will have the opportunity to work with the world's top organizations - like Amazon and Sony -, experience the excitement of a fast-growing early-stage startup and be surrounded by smart, kind and hardworking colleagues who want to make a difference.

Are you ready to sail and change the world with us?

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### Final Thoughts (and some comments from our lawyers)

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We want to hear from you and want you to be as ambitious as we are, but before sending your CV and cover email to [careers@mydidimo.com](mailto:careers@mydidimo.com), you should ask yourself:

Is this role a good match for me and my long-term goals? Be true-hearted.

Do I have all the skills and experience required for this role? Be realistic.

Always spell check. Your application represents you, and you must make sure it is to the highest standard.

**Didimo** is an equal opportunity employer. We celebrate diversity and are committed to creating an inclusive environment for all employees. All aspects of employment including the decision to hire, promote, discipline, or discharge, will be based on merit, competence, performance, and business needs.