

Application Software Developer macOS/iOS

Full-time, Hamburg/Germany

About PreSonus Software

PreSonus Audio Electronics has become known for delivering professional quality audio products at affordable prices to audio professionals, musicians and hobbyists around the world. The PreSonus staff in the sales, engineering, and customer service departments all have years of experience in professional audio as musicians and sound engineers which brings passion for music-making to every facet of the company. PreSonus' founder and President Jim Odom is credited with two RIAA Certified Gold Records, one Certified Platinum Record along with two Ampex Golden Reel Awards as a musician/producer/engineer.

An entity of PreSonus Audio Electronics, PreSonus Software Ltd. is based in Ireland with an R&D Facility in Hamburg, Germany. PreSonus Software is working on next-generation software solutions for music production on Windows, macOS, iOS, and Android, integrating perfectly with the PreSonus audio hardware product line. Its team has decades of cumulated experience in music software development and shares the same passion for music as the staff in other parts of the company.

Summary

As part of our growing software development team, we are seeking an experienced and motivated C++ (macOS/iOS) Application Software Developer to report directly to the Vice President of Technology.

The Application Software Developer works on a wide and diverse range of projects including desktop and mobile music creation and host applications, plug-ins and virtual instruments. He/She's familiar with music technology hard- and software, which allows him/her to understand the technical requirements and challenges of our products and solutions.

Duties and Responsibilities

- Work with the VP of Technology and the other members of the development team to develop and improve our cross-platform application software on macOS/iOS
- Regular communication with the QA and UI-design teams, as well as Product Owners and Product Designers

Requirements and Skills

- Degree in Computer Science or Software Engineering or similar education
- Strong object-oriented C++ programming skills
- In-depth knowledge of the macOS and iOS platforms
- Knowledge of VST/AU plug-in technologies is a benefit
- Knowledge of classical notation and notation software is a benefit
- Proficiency with software development tools (Cocoa APIs, XCode, Git, Jira / Confluence)
- German and English language skills
- Strong analytical and problem-solving skills
- Good communication skills
- Ability to work alone and as part of a team
- Excellent time, task and resource organization skills
- Background in music or music production/audio technology is a benefit

We offer

- Comfortable working environment in an agile software team
- Modern offices, centrally located with excellent public transport connection
- Free parking, e-charging availability
- Flexible working hours and working from home
- Performance-based bonus

Start date February 2022

Please send your resume to jobs@presonus.software or mail to:

PreSonus Software Ltd
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