

Sony Creative Software (a Division of Sony Electronics)



MAJORS: Computer Engineering, Computer Science

Sony Creative Software inspires artistic expression with its award-winning line of products for digital video, audio, and music production, as well as industry-leading technology for DVD production and Blu-ray Disc™ authoring. Sound Forge™ Pro, ACID™ Pro, and Vegas™ Pro software have defined digital content creation for a generation of creative professionals. These signature product lines continue to advance media production by providing powerful, accessible tools. Today, there is a Sony Creative Software application for every level of expertise, including a full line of consumer software based on the company's professional applications. With the help of our localized products, our customers span the globe and include professionals in the film, television, video game, and recording industries, as well as students, educators, and hobbyists.

As a part of Sony Creative Software's engineering team you can ensure that what we produce is just as extraordinary as the ideas that inspire us. Some may call it magic; we call it a renewed commitment to innovation, quality, style and design.

TITLE: Intern Engineering-23348

JOB DESCRIPTION:

As an Engineering Intern you will analyze complex system situations and participate in systems troubleshooting. You will configure, install and maintain hardware and software systems in a lab and test environment. You will participate in system functionality and performance testing and evaluation and analysis of test results; develop and/or modify test and installation scripts, and participate in the development of system and test documentation and assist in hardware and software product evaluation.

TITLE: Senior UI/UX Software Engineer-23421

JOB DESCRIPTION:

We are looking for a Senior User Experience (UX) Software Engineer who is passionate about creating state-of-the-art media production applications using their advanced C/C++ and C# skills. Ideally you have experience with user interface design, a background in digital video and DVD/Blu-ray technologies, the ability to learn quickly, and a track record of developing and shipping high quality, amazing software.

As a software engineer within the UX Design Team, you will help shape feature design by providing guidance on technical feasibility and scope. You'll also be implementing these great designs across the product line and collaborating with other audio and video software engineer domain experts within the engineering dept. to ship great software.

The ability to work closely with other team members and networking with key domain contacts outside your own area of expertise are key success skills for the position.

- Bachelor's Degree in Computer Science or Engineering (or equivalent) is required
- Minimum 4 years related code writing engineering experience
- Advanced skills in Windows application development and Win32 GUI APIs is required
- Background in object oriented design and development and demonstrated proficiency in C/C++
- Experience with .NET, C#, Perforce, Visual Studio, and defect tracking systems is a plus
- Video/image processing experience is helpful
- Mac OS X platform development experience a plus
- Ability to communicate clearly and concisely to all levels within the organization in both verbal and written forms
- Must be able to work independently and in a team environment and possess excellent interpersonal skills
- Ability to work flexible hours and infrequently travel internationally and domestically as needed

TITLE: User Experience Design Manager-23715

JOB DESCRIPTION:

The User Experience Design Manager is responsible for growing a team of usability professionals who work across all software product lines for Sony Creative Software.

The successful candidate must demonstrate technical, personal, and team leadership to drive user-centered design throughout the product development process, from concept to commercialization. The User Experience Design team conducts user and task analysis, develops use cases and personas, creates and evaluates design prototypes, and conducts user research and usability testing. The manager must establish and continuously improve the execution of these activities across the team's projects, help the team translate research findings into concrete product requirements and recommendations, and package and present ideas and recommendations to project and senior management. Developing a cohesive design strategy and reviewing and redesigning where necessary our existing user experience will be key tasks. The UX Design team is also responsible for producing all final artwork incorporated into the software.

Reporting directly to the Vice President of Engineering, this manager position directs a team of one UX Designer and one UX Software Engineer and coordinates the team's activities within the wider engineering dept. which is composed of software engineers, quality assurance engineers, user assistance engineers, and engineering project management.

- Bachelor's Degree in Human Computer Interaction is required or equivalent
- Must have 5 years of related engineering experience, including 2 years of lead or supervisory responsibilities
- Ability to quickly grasp the fundamentals of a complex domain and come up with UX solutions that are simple and well-organized
- Strong experience and passion for user-centered design of software products and usability evaluations at various stages of product development is required
- Extensive experience within software development organizations (Windows required; Mac OS X, Web, and Mobile a plus)
- Expertise in producing low and high fidelity conceptual design layout is required using tools such as Photoshop, Illustrator, Flash, Balsamiq, or HTML5 (Portfolio required)
- Ability to collaborate with a diverse group of stakeholders within engineering and product marketing. Everyone has an opinion on UX. You must be able to hear various ideas, discern the fundamental needs buried within, and then deliver a simple yet powerful user experience.
- Requires high-level of attention to detail to produce quality work within tight scheduling constraints

- Ability to communicate clearly and concisely to all levels within the organization, in both written and verbal forms including presentation settings
- Ability to work flexible hours and travel infrequently, domestically and potentially internationally as needed

TITLE: Senior Staff Software Engineer-23064

JOB DESCRIPTION:

We are looking for a Senior Staff Software Engineer who is passionate about creating state-of-the-art media production applications using their excellent C++ skills. Ideally you have a background in digital video and audio file formats and Mac OS X development, the ability to learn quickly, and a track record of developing and shipping high quality, amazing software.

The ability to work closely with other team members and networking with key domain contacts outside your own area of expertise are key success skills for the position.

- Bachelor's Degree in Computer Science or Engineering (or equivalent) is required
- Must have 6 to 10 years of related code writing engineering experience
- Expertise in advanced Mac OS X application development is required
- Must have strong background in object oriented design and development and highly proficient in C/C++/Objective-C
- Experience with Cocoa GUI application development, multi-threading, STL data structures and algorithms
- Strong experience with C/C++, Objective-C, C#, Perforce, XCode, defect tracking systems, and scripting languages such as Python
- Experience in unit test development as part of software development is required
- Expertise in algorithm development, performance optimization issues, and 64-bit development a plus
- Mac OS X platform development experience
- Ability to communicate clearly and concisely to all levels within the organization in both verbal and written forms
- Must be able to work independently and in a team environment and possess excellent interpersonal skills
- Ability to work flexible hours and infrequently travel internationally and domestically as needed