

C++ Developer

Backend

SMB

Enterprise

[Company Name] is hiring a C++ Developer to work on performance-critical systems where speed and resource efficiency matter. You will build and optimize core software components used across our platform, from low-level libraries to high-throughput services. This role is perfect for engineers who care deeply about performance and writing robust, well-tested code.

Key Responsibilities

- Design and implement high-performance C++ components and libraries
- Optimize code for CPU, memory, and I/O performance using profiling tools
- Write and maintain unit tests and integration tests for critical modules
- Collaborate with cross-functional teams to define requirements and system interfaces
- Debug complex issues including memory leaks, race conditions, and undefined behavior
- Contribute to build system improvements and CI/CD pipeline reliability
- Stay current with modern C++ standards (C++17, C++20) and apply best practices

Required Skills & Experience

- 4+ years of professional C++ development
- Strong command of modern C++ (C++14/17/20) features and idioms
- Deep understanding of memory management, RAII, and smart pointers
- Experience with multithreading and concurrency (std::thread, mutexes, atomics)
- Proficiency with build systems (CMake, Bazel, or Make)
- Familiarity with profiling and debugging tools (gdb, Valgrind, perf, AddressSanitizer)
- Experience with version control (Git) and code review workflows
- Strong foundation in data structures and algorithms

Nice-to-Have

- Experience with game engines, real-time systems, or embedded development
- Familiarity with GPU programming (CUDA, OpenCL)
- Background in computer graphics, networking, or audio processing
- Experience contributing to large, mature C++ codebases
- Knowledge of Rust and how it compares to C++ for systems programming

Tech Stack

C++17/20

CMake

Conan / vcpkg

GTest / Catch2

gdb

Valgrind

Linux

Git

Docker

What We Offer

- Competitive salary and equity package
- Flexible remote or hybrid work arrangement
- Health, dental, and vision insurance
- Annual learning and development budget
- Generous PTO policy

Interview Process

1. Recruiter phone screen (30 min)
2. Technical screen: C++ fundamentals and problem solving (60 min)
3. System design interview: designing a low-latency service (60 min)
4. On-site or virtual deep-dive: code review exercise and debugging session (90 min)
5. Hiring manager and team culture interview (45 min)