

FRAMED immersive projects GmbH & Co. KG is looking for a new team member to start as soon as possible at our Berlin location:

Senior Software Engineer (m/f/d)

FRAMED immersive projects GmbH & Co. KG is a Berlin-based studio specializing in innovative sound design, immersive audio technology, and interactive media art. We develop and install a headphone-based spatial audio system under the brand name Usomo that dynamically renders sound in real-time, responding precisely to users' movements through physical space.

We are looking for a Senior Software Engineer to join our team full-time and take a leading role in the development of our core technology stack.

This is a hands-on senior engineering role with significant technical ownership across software architecture, real-time systems, networking, hardware integration, and interactive audio technologies.

Your Tasks:

- Take ownership of core software systems and technical architecture across the Usomo platform
- Design, maintain, and improve systems for real-time spatial audio and interactive experiences
- Work with BLE devices, embedded hardware, and low-level communication protocols
- Collaborate closely with artists, sound designers, and technical creatives to realize immersive installations
- Troubleshoot and resolve technical issues remotely and onsite
- Support deployment, testing, and maintenance of installations across Europe
- Help define engineering workflows, tooling, and long-term technical direction
- Mentor junior and mid-level software engineers

What You Bring:

- Strong professional software engineering experience with C# and C++
- Significant experience with Unity development in production environments
- Experience working with audio technology, interactive audio, or game audio pipelines
- Experience with network programming and communication protocols (UDP, TCP, WebSockets, etc.)
- Experience interfacing with hardware systems and embedded devices
- Experience developing and debugging software for Android platforms
- Strong problem-solving and communication skills
- Willingness and ability to travel within Europe

- C1 level English or equivalent: English is the primary language for communication within the team and with international clients

Nice-to-Have Skills:

- Experience with spatial audio technologies
- Experience with Wwise and WAAPI
- Experience with RF-related systems/ wireless device communication
- Embedded/ microcontroller experience (Arduino, Raspberry Pi, ESP32, etc.)
- Experience working on installations, live systems, or media art projects
- Experience running linux servers
- Experience in Android development in Java and/ or Kotlin
- Familiarity with Bluetooth Low Energy (BLE) communication and debugging
- German language skills

What We Offer:

- A key technical role with significant ownership and influence
- The opportunity to shape cutting-edge immersive audio systems
- Work on internationally exhibited media art installations
- A highly interdisciplinary and collaborative environment in Berlin
- Travel opportunities across Europe
- Flexibility, autonomy, and room for technical experimentation
- Opportunities for long-term growth within a small, ambitious team

Apply Now

Send us your CV to job@usomo.de, a short cover letter describing why you're interested, and any portfolio, github, or demo links you'd like to share.