



**Synamedia**  
Quortex

## Media Streaming R&D Engineer

Join us and transform the way  
the world is entertained and informed!

Full time, permanent position.  
Located in France.

### Quortex history

Founded in 2018 by 4 engineers, Quortex is an (innovative) start-up developing a solution for live video delivery over the Internet (OTT). Our core business: Optimization of video QoE.

Quortex changes the paradigm of content delivery by introducing **"Just-In-Time Everything"**, a Cloud-Native technology that builds the **workflow based on the user demand**, not from the content origination. Combining this patented architectural breakthrough with the latest advances in Artificial Intelligence makes our solution fully adaptive to unpredictable network, infrastructure and audience dynamics.

Quortex counts among its customers M6, beIN, the Red Bee Media group and also Salto, the platform shared by France Télévisions, M6 and TFI.



[Discover more](#)

## The video of the future will be Green

Our teams are convinced of the power of IT to reduce our ecological impact, so Quortex R&D engineers are constantly looking to reduce energy consumption while maximizing QoE.

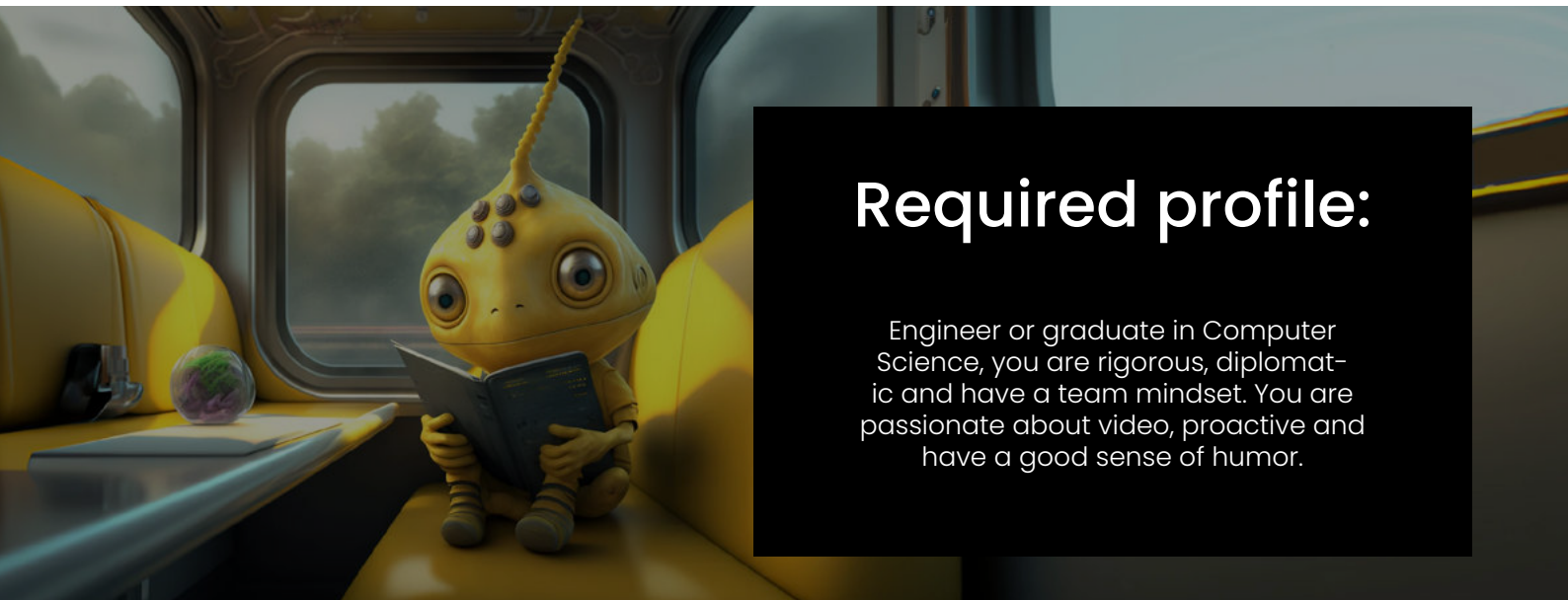
**How?** By optimizing the distribution of video content through encoding and routing protocols or reducing infrastructure and network costs.

As a fast-growing business-oriented start-up, we are looking for talented, curious and inspired people who want to disrupt the way live content reaches billions across the world. At Quortex, we do believe that employees are the most valuable assets. If you want to be part of the Quortex adventure, **join us!**

# Responsibilities:

As part of the R&D group, the **Media Streaming R&D Engineer** is in charge of:

- Development of the Quortex live content streaming core modules (Video, Audio, Data processing)
- Design of massively scalable micro-services architecture
- High-quality, reusable and scalable code
- Quality Assurance by writing unit, functional, and performance tests
- Active participation in Agility process: scope, estimate, and prioritize work
- Continually evaluate emerging technologies
- Patent filing if applicable



## Required profile:

Engineer or graduate in Computer Science, you are rigorous, diplomatic and have a team mindset. You are passionate about video, proactive and have a good sense of humor.

## Qualifications :

- Skills in Python, C/C++, Go, and Scripting Languages
- Experience with OTT System/Transport layers: MP4, TS, HLS, DASH, CMAF
- Knowledge of video standards: H.264/MPEG-4 AVC, HEVC
- Knowledge of OTT audio and subtitles standards Experience with DRM (e.g. Fairplay, PlayReady, Widevine, Marlin)
- Experience with Docker and Micro-services architecture
- Familiarity using Git
- Knowledge of database like MongoDB
- Experience writing unit, functional, and performance tests

## It would be even better if you

- Experience with Kubernetes
- Knowledge of the very last video standard VVC
- Experience with Open-Source Frameworks like ffmpeg, GPAC, Bento 4
- Knowledge of cloud platforms like AWS, Google Cloud or Azure
- Experience with Grafana and, Prometheus
- Web server technologies: Nginx, HAProxy

Join us