

Job posting – Inkscape expert

The Inkscape project is looking for a senior C++ developer with strong experience in developing Inkscape.

They will perform some of the essential steps of the GTK4 migration for Inkscape including ensuring that the C++ bindings (gtkmm, pangomm, cairomm, etc.) are adequate, over a four-month time period.

What we expect from candidates:

- Significant history of contributing to Inkscape, especially regarding the user interface.
- Ability to work in an asynchronous setting / working across time zones, generally available during US or EU time zones.

The candidate will perform essential steps in the GTK4 migration (see <https://docs.gtk.org/gtk4/migrating-3to4.html>). They will also serve as a mentor a full-time GTK expert that the Inkscape project is hiring for the same duration. A record of contributing to upstream projects is preferred.

Duration:

The project is scoped to fit a 16-week full time schedule. The first 8 weeks of the project will serve as an evaluation period for both sides. Depending on the progress, the project may be extended to up to 16 weeks (with additional compensation). The schedule may be shifted in order to accommodate part-time candidates. Work is expected to start June 01, 2023. Compensation is \$50/hr. Payment terms: Net 30, can pay in USD or Euro.

Application documents:

- CV
- Summary of previous Inkscape contributions

Application deadline: April 30, 2023

If necessary, interviews will be conducted in the week May 1 – May 5.

About Inkscape:

Inkscape is a Free and open source vector graphics editor for GNU/Linux, Windows, and macOS. Inkscape uses the standardized SVG file format as its main format, which is supported by many other applications including web browsers.

Inkscape is a member of the [Software Freedom Conservancy](https://www.softwarefreedom.org/), a US 501(c)(3) non-profit organization.