



## Computer Graphic Designer Internship

The Vortex team is seeking a Computer Graphic Designer interns to join its R&D Team to improve the rendering fidelity of physics-based simulations. The individual will be responsible for improving the graphical rendering in our simulations and demos, creating special effects in OpenSceneGraph, implement or integrate various rendering algorithms in our graphics framework, perform shader development (rain, particle effects, shadows, etc.) and assist in house OSG experts.

These simulations are used for training operators in different domains such as heavy equipment (cranes), remotely operated vehicle/robots (submarine, explosive disposal), etc.

### Qualifications

- Computer science student
- Last year BSc or MSc
- Experience in C++ programming & Open GL
- Experience in graphics programming
- Oral & written bilingual (French & English)
- OpenSceneGraphs experience is an asset

### About Vortex ([www.vxsim.com](http://www.vxsim.com))

Based in Old Montreal, CM Labs develops software and provides services for the 3D visual simulation industry. Vortex is the leading development platform for real-time modeling of physics-based vehicles, machines and robots. Vortex is used by applications developers to build physically accurate motion models and interactive behaviors for demanding industrial and defense applications such as training, virtual testing, mission planning and visualization.

Please send applications to [hr@vxsim.com](mailto:hr@vxsim.com)