



Position: Simulation Software Developer

The Vortex team is seeking a Simulation Software Developer to join our visual simulation applications team. The individual will be responsible for software development of simulation, visualization and animation modules within an interactive, virtual world building and planning application as well as for our simulator technology. Candidates must have good oral and written communications skills and work well in a team environment. Responsibilities include the design, development, testing and documentation of the application and continuous QA process implementation.

Qualifications

- B.Sc. in Computer Science, software engineering, or equivalent experience
- At least 5 years of experience in developing commercial end-user applications in a MS Windows environment.
- Strong object oriented modelling background: OO Analysis and Design
- Familiar with Design Patterns, UML
- Strong C++ programming experience, Visual Studio and STL
- Experience working on animation applications
- Strong understanding of computer graphics and scene graphs such as OSG
- Strong experience with software life cycle methodologies.
- Strong sense of responsibility and commitment
- Familiarity with scripting (Python, Lua) and profiler tools
- Cross-platform development (Windows, Linux)

About Vortex (www.vxsim.com)

Based in Old Montreal, Vortex 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.

We provide competitive salaries and an employee group benefits package.

Please send applications to hr@vxsim.com