

Software Programmer

VRSim is seeking a software developer/programmer (full time or subcontractor) to work in the creation of a variety of applications.

Duties and Responsibilities:

- Participate in research, development, and production of applications that utilize graphical user interfaces, visualizations, welding training, virtual reality, and/or peripheral hardware.

Qualifications:

- Have a BS or MS in Computer Science or a closely related field
- Must work as a member of a team, contributing to the strategic goals and activities of the larger group as well as working independently with minimal direction
- Excellent written and oral communication skills
- Self-motivated with ability to prioritize
- Strong programming, testing, and debugging skills
- Must be a United States citizen

Experience:

- One or more years of experience programming or developing in C++. Exceptional programmers with no experience will be considered. Two years or more of experience preferred.
- Experience in programming real time applications, welding applications, visual effects, visualization and programming using 3D graphics and visualization libraries (especially OpenSceneGraph), virtual reality, peripheral hardware, and/or user interfaces is a plus.
- Strong understanding of graphics fundamentals and of 3D graphics architecture is a plus
- Demonstrated experience in graphics programming is a plus
- Knowledge of and/or experience in welding GMAW (MIG), SMAW (stick), and other weld processes is a plus
- Skills in some or all desirable:
 - C++, OpenSceneGraph, Torque
 - Knowledge of GPUs, DirectX, OpenGL, and shading languages like Cg
 - Windows platform; Linux platform is a plus

This position offers an exciting opportunity for a motivated individual to be at the forefront of the creative and innovative use of state-of-the-art technology for the development of immersive virtual reality.

For additional information on the types of projects that VRSim does, check out www.simwelder.com

If interested email: jobs@vrsim.net for an application.