

Job title: Software Developer: Interactive 3D Visualisation
Location: Remote
Salary: To be agreed
Term: 3 months (potential to extend)

Are you a software engineer with a keen interest and aptitude for 3D visualisation? Are you looking for a role where you can put your software skills into practice on an exciting new software development project?

Agility3 are looking for an enthusiastic software developer to join the team developing an engaging visualisation application using the latest 3D games technology. Candidates must be confident programmers with a proven mathematical mind and a working knowledge of object-oriented programming techniques. You will be working as part of a small team.

What you will be doing:

Working within a project team, you will be applying your expert C# object-oriented design and development skills in conjunction with your Unity games engine experience to develop 3D visualisation applications. Our 3D visualisation applications help our clients to understand and communicate complex ideas, for example how a construction project develops over time, how to perform a complex task or how to optimise a transport system. Our visualisations often integrate with third party simulations and will use 3D models, materials and textures developed in-house by our 3D graphics team.

You will be working under the direction and supervision of our Technical Lead, following our processes, standards and conventions. You will be expected to quickly understand the project requirements, take ownership of requirements allocated to you and to complete your work to a predefined schedule. Specific training for the role will be provided upon joining the team and further on-the-job training opportunities will be available during the course of the contract.

About you:

Essential:

- You can demonstrate very strong skills and expertise in software design and development; in particular object-oriented programming with C#.
- You can demonstrate experience with the Unity games development platform.
- You have experience developing software in a commercial environment.
- You are able to use UML to plan and articulate a software design
- You have strong skills in solving logical problems and aren't afraid of complex mathematical problems, particularly 3D concepts.
- You have previous experience working with APIs and SDKs.
- You are familiar with software Version Control systems and processes.
- You are enthusiastic with a strong work ethic and able to work to challenging deadlines.
- You proactively seek constructive feedback and are happy working to predefined processes and standards.

Desirable:

- You have experience developing and optimising 3D applications to achieve the best frame-rates.
- You have an understanding of how to design and develop intuitive graphical user interfaces.
- You have an appreciation of common object oriented software design patterns.
- You have experience in software testing and in software testing techniques, such as unit testing.
- You have an interest in simulation, engineering, 3D graphics, computer games and games development.

To apply for this role please email your CV to david.turner@agility3.co.uk.

About Agility3:

We are a small, friendly team of simulation and visualisation experts producing top quality bespoke interactive 3D applications and virtual environments. Our technology helps achieve demanding training objectives, enables innovative research and supports infrastructure development; informing decision makers, engineers and designers. For more information please visit agility3.co.uk.

