

Job title: Software Developer: Interactive 3D Visualisation (6 month fixed term, potential to extend)
Location: Hitchin
Salary: To be agreed

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

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



This is a fixed term opportunity lasting for 6 months with the potential to extend depending on future projects.

What you will be doing:

As part of a small team, you will be using your knowledge of 3D application development using C# in conjunction with the Unity development platform to develop a 3D visualisation application. The purpose of the 3D application is to show the status of a complex piece of equipment in an intuitive and engaging way using 3D models, materials and textures developed in-house by our 3D graphics team. You will be making use of Unity's PBR features to produce a high quality, polished product, enabling users to make sense of complex information and make better decisions.

You will be working under the direction and supervision of our Software Solutions Director, 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 at the start and further on-the-job training opportunities will be available during the course of the contract.

About you:

Essential:

- You can demonstrate expertise in software development; in particular object oriented programming and C# scripting.
- You can demonstrate experience with the Unity games development platform (version 5 and above).
- You have good logical problem solving skills and aren't afraid of difficult mathematical problems, in particular 3D concepts.
- You are familiar with software Version Control systems and processes.
- You are enthusiastic with a strong work ethic and able to work to tight deadlines.
- You proactively seek constructive feedback and are happy working to predefined processes and standards.

Desirable:

- You have experience 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.
- You have an interest in simulation, engineering, computer games and games development.

It would also be of interest if you have experience in Virtual Reality application development or cloud deployment.

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 www.agility3.co.uk.