

Job Specification

Title	Core Software Developer
Location	Gothenburg, Sweden
Department	Research & Development
Reporting to	Henrik Storm
Purpose of Position	<p>We are looking for a core software developer with a strong programming background to join a great team of passionate developers creating a truly awesome product. The base of our applications is a real-time physics-based simulation core, an x-ray/ultrasound and 3D anatomy renderer and a haptic device for physical input. The simulation framework is based on C/C++, OpenGL and high-level libraries such as Boost and QT.</p> <p>As a member of the Mentice R&D team, you will participate in challenging cutting-edge development projects and learn from some of the best programmers in the field.</p>
Main tasks and areas of responsibility	<p>Specification of main tasks and areas of responsibility -</p> <ul style="list-style-type: none"> • Development of new procedures to our family of endovascular products • Testing and evaluation of new and existing features • Maintenance of existing code to improve quality, reliability and maintainability • Development of internal tools to increase productivity. • Development of core functionality in our simulation and render platform • Participation in team efforts by taking part in design discussions, sharing engineering responsibilities and fostering adoption of best practices
Competence and requirement	<p>The following are required -</p> <ul style="list-style-type: none"> • Strong hands-on C++ software development skills, preferably with 1-3 years experience • A team-oriented, customer-focused, quality-aware mindset • An interest in learning and growing as a software developer • Superior creative and innovative problem-solving skills • Experience with constructing and shipping commercial software • Experience with working with large systems and legacy code • A master-degree in computer science or similar • Fluency in English, both verbally and in writing <p>The following are nice to have -</p> <ul style="list-style-type: none"> • Experience from game programming and/or physics simulation • Familiarity with GPU shaders in CG or the OpenGL shading language • Experience with multi-threaded software development • Experience with real-time systems • Experience with Javascript, Python, Java or other programming languages • Familiarity with programming tools such as Visual Studio and Eclipse, Subversion and high-level libraries such as Boost and QT
Version/Date	Version 1, 17 th September