

## Job Specification

<b>Title</b>	Content Developer
<b>Location</b>	Gothenburg, Sweden
<b>Department</b>	Research & Development
<b>Reporting to</b>	Torbjörn Ahlqvist
<b>Purpose of Position</b>	<p>Mentice is looking for a content developer based in Gothenburg to join a great team of passionate developers and participate in cutting-edge development projects within the medical field.</p> <p>The base of our product is a real-time physics-based simulation core, an x-ray/ultrasound and 3D anatomy renderer and a haptic device for physical feedback. The simulation framework is based on C/C++, OpenGL and high-level libraries such as Boost and QT. As a content developer at Mentice, you will be working in the frontend creating for instance new anatomical models (patients), artwork, patient scenarios or implement new medical devices into the simulator.</p> <p>As a member of the Mentice R&amp;D team, you will have the opportunity to work with motivated and high-performing coworkers who will both aid you in your introduction to the company, as well as walk with you in your life-long learning. It is both the expectation and the ambition of Mentice that you will grow as both a developer and as a person.</p>
<b>Main tasks and areas of responsibility</b>	<p>Specification of main tasks and areas of responsibility -</p> <ul style="list-style-type: none"> <li>• Development of content material to new procedures in our family of endovascular products</li> <li>• Development and configuration of scenarios and modelling of virtual patient anatomies and medical devices</li> <li>• Testing and evaluation of new as well as existing features</li> <li>• Maintenance of existing content and configuration to improve quality, reliability and maintainability</li> <li>• Development of internal tools to increase productivity</li> <li>• Participation in team efforts by taking part in design discussions, sharing engineering responsibilities and fostering adoption of best practices</li> </ul>
<b>Competence and requirement</b>	<p>The following are required -</p> <ul style="list-style-type: none"> <li>• Experience with graphical design and modelling tools, (preferably a few years): Adobe Creative Suite, Blender, or equivalent</li> <li>• Hands-on software development skills with JavaScript and XSL/XML</li> <li>• A team-oriented, customer-focused, quality-aware mindset</li> <li>• An interest in learning and growing as a developer</li> <li>• Superior creative and innovative problem-solving skills</li> <li>• A master's degree in computer science or similar</li> <li>• Fluency in English, both verbally and in writing, and an interest in working in an international environment</li> </ul> <p>The following are nice to have -</p> <ul style="list-style-type: none"> <li>• Experience from game programming and/or physics simulation</li> <li>• Experience with C/C++ and QML</li> <li>• Some medical or clinical knowledge, in particular around endovascular procedures and imaging techniques (CT, MR, echocardiography...)</li> <li>• Experience with constructing and shipping commercial software</li> <li>• Experience of working with large systems and legacy code</li> </ul>
<b>Review</b>	Annual in Jan / Feb
<b>Version/Date</b>	Version 2, 19 <sup>th</sup> September