Engineering Software Developer
OpenGL/Computational Geometry Specialist

Are you a top-notch computer game developer looking for a new challenge? Are you interested in applying your skills to demanding real-world problems on the cutting edge of research and development?

Martec is looking for a highly motivated individual to work on developing interactive 3D support tools for a range of engineering software products. These products cover a range of applications from solving high speed supersonic flows, explosion modeling, predicting ship structural response to wave loads and helping to plan experiments and manage data. The common thread of these applications is the requirement for highly interactive, immersive user interfaces with the ability to easily manage large volumes of information that typical generated by engineering simulation and analysis software.

Martec is particularly interested in individuals who have experience developing titles for video games because of that industry’s need for immersive, interactive environments and the requirement to develop complex code to tight deadlines.

Preferred candidates will have some or all of the following experience:

1. 2-5 years professional experience, preferably developing video games or engineering software.
2. OpenGL or Direct X programming experience
3. MFC or Win32 programming experience using C++
4. Academic experience (courses) in computational geometry and vector calculus
5. A computer science or engineering degree

This position requires exceptional written and oral communications skills. The successful candidate will join Martec’s development team based in Halifax. If you are interested in this position please email resume and cover letter in confidence to: careers@martec.com. More information on Martec can be found at www.martec.com. This request for applicants closes Sept 30, 2004.

We thank all applicants in advance; however, only those under consideration will be contacted.