Vcom3D, Inc. Career Opportunities

Vcom3D is a woman-owned small business with headquarters in Orlando, FL. The company is known for its innovations in modeling, simulation, education and training.

All qualified applicants will receive consideration for employment without regard to race, color, religion, gender, condition of disability, or national origin.

Unity Developer

Duties:

Design and develop engaging software for education and training as part of a team of game designers, software developers, artists, hardware engineers, and instructional system designers. Applications feature user interaction with virtual human characters and hardware sensors in the healthcare domain.

Required Experience:

a. At least 2 years of experience in the design and development of 3D applications with Unity.

b. Demonstrated proficiency in importing art assets and assembling scenes with the Unity Editor.

c. Demonstrated proficiency in C# programming for the Unity Editor.

d. Deployed or published Unity apps for iOS, Android, and/or Windows platforms.

e. Solid understanding of object-oriented programming and software design patterns.

f. Solid understanding of Computer Science principles, data structures, and Big O notation.

g. Solid understanding of 3D graphics and 3D mathematics.

h. Solid understanding of the software development life cycle.

Desired Experience:

a. Experience building and deploying apps though an IDE such as Xcode, Android Studio, Visual Studio, and/or Eclipse.

b. Proficiency with programming in one or more compiled object-oriented languages such as Objective-C, Java, and/or C++.

c. Proficiency with programming in one or more high-level interpreted languages such as Python, PHP, and/or JavaScript.

d. Experience in 3D modeling and animation.

e. Experience editing and compositing images, sounds, and videos.

f. Experience in source control and code versioning tools such as Git.

g. Experience developing Mixed Reality applications using AR/VR headsets such as the HoloLens, Meta Quest, etc.

Education:
A bachelor's degree in computer science or equivalent from an accredited college or university.

Location:
Orlando, FL

This is a hybrid position. Eligible candidates will be expected to work at our office in Orlando (near UCF) at least 1-3 days a week on average and may work remotely for the remainder of their hours provided they are able to maintain productivity, are available to communicate during standard business hours, and are willing to come to the office as needed.

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Please submit your resume and cover letter to MedSim@Vcom3D.com.