



## Visual Graphics Developer

**JOB ID: 00001**

### Visual Graphics Developer

Employment Basis: **Summer Job**

Location: **Montreal Area**

**VIRMED Simulation** a developer of virtual simulation technology for medical applications is looking for a Summer time student that will be working for the period of 4 months from **May - September 2011** and be returning to school. We are interested in individuals that are interested in the field and are fast learners and self-dependent.

We provide very flexible work hours. work will be done remotely from your residence via a provided laptop computer, development will be checked into a central repository over a network. You are expected to work well with others, be hard working and have a good reasoning and analytical skills.

We require the individual be enrolled in a computer science or other programming discipline have some background in visual graphics development. Having home based projects or samples will greatly help evaluate the candidate. The candidate must be able to communicate in English at a reasonable degree. Individuals will be required to build, test, debug and possibly redesign existing code sections and logic.

- C++ programming using classes and inheritance.
- Experience in some visual graphics programming.
- Previous experience with OGRE will be a major asset. ([www.ogre3d.org](http://www.ogre3d.org))
- Must be able to handle some level of cross discipline work.
- Have some basic familiarity with source code versioning tools.



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The following are some of the areas of development that will be required from the individual:

- Generate code to render various mesh based objects in a real-time.
- Create Hardware vertex buffer for complex objects.
  - Modify vertex positions of these objects at run-time efficiently.
- Create special effects for camera lens effects
  - Lens flare
  - Out of focus effects
  - Fog effects.
- Create dynamic lighting and real-time shadow effects.
- Create decal effects.
- Create particle effects
- Create Smoke effects.
- Create bump mapping capabilities for objects.
- Create overlay capabilities.
- Profile code and Optimization

If you are interested please forward your resume to <mailto:jobs@virmedsim.com>  
We look forward to working with you in the future.

Thanks.

**VIRMED Simulation Technologies Inc**