Job Description

Junior Unity Software Engineer
GeoSim Cities Inc
Posted May 15, 2019
Vancouver
GeoSim Cities Inc., an application software development company in the field of advanced, large-scale urban 3D modeling and visualization, is looking for a junior software engineer to support ongoing development and commercialization of the platform in the North American market.

Founded in Israel in 2000, GeoSim's development and field work has resulted in an end-to-end city modeling system with unprecedented street-level detail. GeoSim's 3D city models are highly parametric, meaning that individual 3D objects can be searched, counted, and linked to dynamic information about their states. Streaming data (such as IoT sensor outputs) can be visualized in real time, enabling new ways of viewing and understanding relationships among multiple data sets. GeoSim city models can be freely navigated, just like a video game.

The successful candidate will be based in Vancouver, BC, working closely with our lead engineer in Vancouver and engineering team in Tel Aviv to utilize the Unity 3D environment. This is an opportunity to contribute to the commercial success of the business. Initially, the primary duties will include creating movies and developing applications in Unity.

More information about GeoSim can be found at http://www.geosimcities.com

The candidate should possess:

**Mandatory:**
- Academic degree (or equivalent experience)
- 1+ years of experience in software development
- 1+ years of experience with Unity3D programming in C#
- 6 months+ Experience making movies
- Self-starter and quick learner
- Experience with Agile software development methodologies

**Nice To Have:**
- Experience in software development in C++ (under Windows)
- Familiarity with building applications with Cloud services
- Familiarity with 3D graphics (Shaders/OpenGL/DirectX)
- Familiarity with computational geometry
- Familiarity with GIS
- Familiarity with high-performance game development
- Familiarity with interface design principles
- Experience in Development Operations (DevOps)
- Familiarity with develop full stack web applications

**Company Vision | GeoSim Cities, Inc.**
GeoSim Cities, Inc. is working on a difficult and important problem. Working with us opens a rare opportunity to synergistically balance the cultivation of public good with the development of commercial value.

Innovating in the face of urbanization and climate change requires technologies that facilitate, encourage and support new practices of understanding cities and life in urban centres. GeoSim’s high-precision, high-resolution digital 3D replica cities provide a platform that enable city change-makers — planners, architects, developers — to bring stakeholders into the future, by allowing them to experience a new building or set of infrastructure in a familiar context, rather than by requiring stakeholders to read, absorb and understand volumes of text and imagery.

GeoSim’s ultimate objective is to enable digital replica cities to become platforms that support a wide array of application developers, each crafting their own unique, geo-specific digital solutions. GeoSim is starting to develop such partnerships with a select group of companies.

GeoSim is an equal opportunity employer.

If you are interested in joining us, please send your resume, along with a cover letter to hr@geosimcities.com.