



McConnell Brain Imaging Centre
Montreal Neurological Institute
McGill University
3801 University St.
Montreal QC, Canada H3A 2B4



Job Title:

Software Developer – 3D Graphics

Job Code:

MSD201509

Organization:

McGill University

Group:

McGill Centre for Integrative Neuroscience (MCIN)

Project Goals:

The McGill Centre for Integrated Neuroscience (MCIN, <http://mcin-cnim.ca>) is looking for competent developers with expertise in computer graphics and out-of-core 2D and 3D data visualization (OpenGL, WebGL, Qt, HTML5, Javascript). MCIN is a multidisciplinary research group that provides production level services to a broad, international neuroscience community. The CBRAIN neuroimaging platform and the LORIS multi-center data management system, both developed and supported in-house, allow a community of hundreds of scientists around the world to organize and analyze and visualize data through collaborative tools and remote computing resources. Our platforms currently integrate 9 High Performance Computing centers (HPC) across the country and around the world where our scientists use millions of computing hours per year.

Job Description:

Reporting to the software development manager, this person will be responsible for design, development and testing of local and web-based 3D visualization applications for large data intended for external users in the research community, including both front-end and back-end components. Enhancements, troubleshooting, bug resolution and documentation of new and existing code is required on an ongoing basis. This position requires working seamlessly within a small team of software development professionals and the ability to learn and adapt rapidly in order to support a dynamic research community.

Main responsibilities include (but are not limited to):

- Obtain software requirements from architects, developers and researchers.
- Code, test, debug, deploy, and document applications and features for the MCIN distributed research platform.
- Follow established best practices and work closely with the platform development team (testing, versioning, documentation. . .).
- Troubleshoot and fix bugs and issues assigned through the issue tracking system.
- Update specifications and design documents accordingly.
- Participate and present work in developers' meetings.
- Participate in high-level platform design discussions.
- Provide structure, support, advice and guidance to the other developers.



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Key Skills, Qualifications, and Requirements:

- University degree in computer science, systems engineering or related field.
- Minimum 3 years of experience in software development.
- Expertise in 3D graphics and Infographics (OpenGL, WebGL).
- Expert knowledge in low level languages and APIs C, C++ ,OpenGL...
- Expert knowledge of modern web languages and libraries such as Javascript, WebGL libraries, HTML5...
- Advanced knowledge in UNIX/Linux based environments and development tools.
- Familiarity with academic research environments.
- Excellent communication skills, team oriented.
- Good organization skills and ability to learn quickly.
- Fluency in French and English is an asset.

Salary range: \$52,000-\$62,000 depending on experience.

How to apply:

Please send your cover letter and CV to (cbrain-support.mni@mcgill.ca). Please specify the job title and code (Software Developer – 3D Graphics, MSD201509) in email subject line. Must be eligible to work in Canada. Direct hire only. Please, no agencies, no phone, no fax and no other inquiries. McGill University is an equal opportunity employer. This is a temporary position with the possibility of full-time employment, due to start as soon as the qualified candidate is selected. The full-time position includes all the standard benefits that the university offers for the term positions. We thank all applicants for their interest and wish to advise that only those candidates selected for an interview will be acknowledged and contacted.