

Unity Software Engineer (3D Application development)

Full Time, Pymble NSW

360 Med Care is an innovative Australian company operating in the medical device, health care, and biotechnology sector specialising in total joint arthroplasty. We are driven to optimise the episode of care through the combination of people, knowledge and technology.

We have ambitious goals in the upcoming years. 360MedCare has developed multiple platforms to support our operations and product delivery. And now due to continued success and growth we are looking for additional team member to join our team.

About the role

We are looking for an energetic and pro-active developer, who is looking to advance their skills. This role will provide an opportunity for the right candidate to develop software for a medical device and be an integral part of our Product Realisation teams and gain experience working in a dynamic, cutting-edge environment.

360MedCare Engineering team develops Medical Device Software using a wide range of software development technologies from in-house surgical planning and surgical delivery applications. The software development will be carried out within the regulatory framework required for the development of software for medical devices.

Your day will include:

- Development of high-quality, well designed, and testable software using .NET and Unity platform
- Software Development meeting the needs of the medical device regulators and the standards they require
- Integrate new components into new and existing systems
- Adding new features, maintaining and improving the application and its underlying codebase, in an environment focused on continual improvement of performance, reliability and usability
- Solve highly complex logic and development problems and deliver high quality solutions
- Contributing to the future technical direction of 360MedCare Medical Device Software
- Work alongside 360MedCare's biomedical engineers

Experience

- Bachelor's degree in Software Engineering, Computer Science, Biomedical Engineering or equivalent
- Proficient in .NET C# development and Unity platform
- Demonstrated experience (minimum 3 years) in developing and deploying 3D interactive application in Unity
- Strong skills in algorithm design and software development and maintenance
- Experience with AWS and GIT release management
- Firm understanding of software design and architecture
- Practical understanding of SDLC
- Understanding of CI/CD and microservice architecture