



Are you ready to face new challenges?
Do you wish to grow with an international high-tech leader?
If so, we want to meet you.

Software Developer II (Senior)
(Montreal, Canada or Orlando, Florida)

What we do:

Adacel is recognized for its innovative software solutions for operational air traffic management (ATM) and air traffic control (ATC) simulation and training. We offer a comprehensive range of fully scalable customizable simulation systems from desktop trainer to complete 360-degree room-sized Air Traffic Control tower environments. We provide professional ATC training simulation systems for governments, universities, and civilian air traffic control agencies worldwide and produce simulation and training systems for commercial, defense and export markets. Our success has created opportunities for experienced professionals to join us in the following role:

Adacel is currently seeking a **Senior Software Developer** to join the Engineering team that designs, develops, and maintains Adacel's 3D graphics engine. You will work with proprietary existing software technology, build new technology to fulfill the project's technical requirements. You will report to the manager of Engineering and work alongside product owners and other sponsors to review industry needs and help define the product roadmaps that will keep Adacel at the forefront of the industry.

If you love working in a dynamic environment, with constant challenges to test yourself and opportunities to grow your skills and abilities then we want you part of the team.

Required:

- Bachelor's degree in software engineering or computer science.
- Minimum of 8 years of design and development experience.
- Minimum of 5 years of development using Epic Game's Unreal engine.
- Strong working knowledge of advanced C/C++ programming.
- Strong working knowledge of NVidia shading language.
- Strong working knowledge of real-time 3D rendering techniques.
- Experience with:
 - Performance Optimization Techniques
 - Industry-standard data formats such as OpenFlight, 3ds MAX, DDS and RGB.
 - Texture compression techniques.
 - Experience with animation, 3D graphics.
 - Experience in VR/AR

Desired Skills/Experiences:

- Strong mathematical background.
- DirectX and/or OpenGL graphics programming.
- Knowledge of aeronautical domain.
- Knowledge of the *UML* and *XML* languages.

- Knowledge of component- based software development.

Additional qualifications:

- Ability to adhere to Adacel's Drug Free Workplace Policy.
- Ability to pass an Adacel background check while employed (ASI)
- Ability to work within a small team.
- Ability to deliver high quality software.
- Proven willingness to learn and stay current with modern 3D technologies.

Physical Requirements:

- Minimal physical effort (e.g. lifting, pushing and moving heavy objects).
- Repetitive wrist, hand, and finger movement.
- Occasional lifting – less than 25 lbs.

Work Environment:

- Alternative work schedules (9/80 or 4/10).
- Normal office environment.
- Typically sitting at a desk.

If you are looking for an exciting, progressive company that offers challenges, a friendly and casual work environment, competitive salaries, excellent [health, dental, short and long-term disability, life insurance, RRSP contributions (Canada), and much more, please send your resume to careersusa@adacel.com

Adacel Systems, Inc. is an Equal Opportunity/Affirmative Action employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, sexual orientation, gender identity, national origin, disability or protected veteran status.