

Reports to: Manager of Programming
Department: Programming

We are looking for a senior programmer to develop code for our suite of VR simulation products.

Who We Are:

Serious Labs is a small company of 50 employees located in Edmonton, Alberta.

Serious Labs reinvents and reimagines workforce training and assessment. Since 2005 we've revolutionized the way people are trained and assessed in the construction and industrial workforce. Our virtual reality simulators are unmatched in the industry and are defying current workforce education models. But don't believe us, check out this link: <https://vimeo.com/389569815>

Presently, a major focus of our team is working to build a truck simulator, in collaboration with the Alberta motor transport agency, and the government of Alberta.

Our team is smart, talented, and funny. We have people with all kinds of backgrounds, from mechanical engineers to video game designers, helping the industrial and construction workforce get home safe. Our team works closely with industrial experts and academic researchers to provide the best virtual solution to training and assessment.

Why Join Us?

- Our technology is cutting edge – you won't see many doing what we do.
- We are flexible with our hours and work environment. We have employees that work full-time in the office, full-time at home, some a combination of the two, and others elsewhere in Canada.
- You'll have a say in how we approach this project and be an important voice in finishing it.
- We're serious about the work we do, but we don't take ourselves too seriously. We're a fun-loving bunch!
- Many members of our team work on side projects like board games, video games, and books. We're open to that.
- You'll get everything you need to work either in our office or at home, including a VR headset.

What You'll Do:

- Deliver high quality code to our suite of products that is readable, testable, and performant.
- Be a mentor to the programming team with modern best practices of software development.
- Communicate and collaborate with other departments in our multidisciplinary studio.
- Investigate and advocate for new technical solutions to complex problems.
- Own aspects of software architecture, features, and workflows for our products.

What You'll Bring:

- You are a Canadian resident and legally entitled to work in Canada.
- You have 5+ years of work experience developing software.
- You are a strong programming experience, preferably with C# or C++.

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- You have an undergraduate or graduate degree in Computer Science, Computer Engineering, or equivalent education.
- You are familiar and/or have interest in game programming, physics, graphics, hardware, artificial intelligence, or VR.
- You can look at your work objectively and can take feedback from your peers.
- You can clearly articulate your ideas to others.

Bonus points:

- You have shipped or helped ship a game or a simulator.
- You have prior experience working with the Unity game engine.
- You have operated equipment such as a boom lift, forklift, or big truck.
- You are familiar and comfortable working with VR technologies.