



AVATAR MEDICAL

Unity Developer

Paris, France + Partially Remote

AVATAR MEDICAL SAS is an exciting new MedTech start-up that radically enhances the manner in which surgeons prepare their surgeries.

Based on technology developed at the **Institut Pasteur** and **Institut Curie** (<https://diva.pasteur.fr/>), **AVATAR MEDICAL** uses advanced image processing algorithms coupled with virtual reality (VR) to transform medical images (e.g. CT-scans, MRI) into lifelike patient avatars. This vehicle grants an excellent understanding of pathologies via an immersive and interactive VR experience. Our technology has been recognized with numerous scientific and medical journal publications and **AVATAR MEDICAL** is a laureate of the prestigious BPI i-Lab Competition for innovative startup companies.

We are recruiting a **Unity Developer** to join our technology team to contribute to our ambitious development efforts. The successful candidate will play an integral role in the development, benchmarking and rollout of our first clinical product. They will join a diverse research and development team consisting of software engineers, PhD students and interns within a fast-growing startup.

This position is a unique opportunity to contribute to a truly multidisciplinary project combining **medicine**, **image analysis**, **machine learning** and **gamification/serious gaming** approaches in an inspired effort to improve the surgeon's workflow at the hospital. The successful candidate will gain valuable experience in the medtech domain and play a vital role in the commercialization process of a SaMD (Software as a Medical Device).

Roles

- Make critical decisions in the development and architecture of our software technology
- Work with our research team to integrate novel learning algorithms into our software
- Apply data-oriented design and lean development principles
- Support other developers with code reviews, brainstorms and best practices discussions
- Work with our Quality Team to identify risks and ensure medical device compliance
- Play an integral role in the maintenance of our technology development roadmap
- Participate in salons and technology conferences to promote our technology

Required Qualifications

- 3+ years as a full-stack developer commercial software design experience
- 3+ years experience with C#, C/C++
- Unity development experience
- Agile development experience (e.g. source control, release cycles, CI/CD)
- Experience in identifying bottlenecks and bugs (front-end and back-end) and devising solutions
- Solid object-oriented design skills and knowledge of application architecture patterns
- Strong interpersonal skills who can work in a highly interdisciplinary/international team environment
- Strong analytical and critical thinking skills and the ability to manage multiple projects
- Equivalent of undergraduate degree in software engineering, computer science or related discipline
- English professional proficiency

**Nice-to-Have Qualifications**

- Test-driven development experience
- Experience with computer graphics and shader languages (e.g., GLSL, HLSL, Cg)
- Knowledge of image processing
- Knowledge and experience with compliance norms (e.g. IEC 62304, ISO 13485)
- Game development experience
- XR development experience
- Bilingual English/French

Contract Type

Contrat à Durée Indéterminée (full-time permanent position)

Location

The position will be located at Institut Pasteur (25-28 rue du Docteur Roux, Paris, France) and will involve occasional travel abroad including to the USA.

Remote Working

In light of the COVID-19 pandemic, the position will be partially remote depending on the sanitary situation in the Ile-de-France region.

Contact

Please contact jobs@avatarmedical.ai with your

- CV
- Link to your personal code repository (e.g. GitLab, GitHub)
- Reference contact information