



AVATAR MEDICAL

Senior Unity Developer

Paris, France + Partially Remote

AVATAR MEDICAL SAS is an exciting new MedTech start-up that aims to radically enhance how surgeons prepare their surgeries.

Based on technology developed at the **Institut Pasteur** and **Institut Curie**, **AVATAR MEDICAL** uses advanced image processing algorithms coupled with virtual reality (VR) to transform medical images into lifelike patient avatars. This vehicle grants surgeons an excellent understanding of their patients' pathology via an interactive VR experience. **AVATAR MEDICAL** is a laureate of the prestigious **BPI i-Lab**, **BPI i-Nov** and **EIC Accelerator** competitions for innovative French startups and is winner of the **Laval Virtual 2022 Grand Prix**.

We are seeking a highly skilled and experienced **Senior Unity Developer** to join our team. He/she will join a research and development team consisting of talented software engineers and researchers 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 greatly improve the surgeon's work flow at the hospital.

Roles

- Develop and maintain cutting-edge graphics and 3D UI using Unity
- Implement high quality code and play a role in continuously improving our development standards
- Collaborate with cross-functional teams to design, develop, and ship new features
- Optimize performance and memory usage of Unity applications
- Stay up to date with the latest developments in Unity and XR technology

Required Qualifications

- 5+ years working experience with Unity C#
- Shader programming experience
- Agile development experience (e.g. code reviews, source control, release cycles, CI/CD)
- Test-driven development experience
- Proven ability to optimize performance and memory usage of Unity applications
- Solid object-oriented design skills and knowledge of application architecture patterns
- Strong problem-solving skills and ability to work well in a team
- Strong understanding of 3D mathematics, linear algebra and computer graphics

Nice-to-Have Qualifications (we don't expect you to have them all!)

- XR development experience
- .NET experience
- Unity's DOTS experience
- Cloud experience
- Knowledge of image processing
- Knowledge of machine learning
- Knowledge and experience with compliance norms (e.g. IEC 62304, ISO 13485)
- Unreal Engine experience
- Bilingual English/French

**Contract Type**

Contrat à Durée Indéterminée (full-time permanent position)

Location

The position will be located at Parisanté Campus (2 - 10 Rue d'Oradour-sur-Glane, 75015 Paris) with a significant remote working component

Recruitment Process

The successful recruitment process will take place as follows:

1. Selection for a first general interview
2. Selection for a second technical interview
3. Interview with the CEO
4. Job offer

Contact

Please contact jobs@avatarmedical.ai with your

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