

**Computer Engineer/ Software Developer (Full Time)**  
**Virtual and Augmented Reality Training and Artificial Intelligence Integration**  
**Location: Zelenople, PA**

**If interested, please send your resume to: [miranda@dangelotechnologies.com](mailto:miranda@dangelotechnologies.com)**

**Who we are:**

D'Angelo Technologies, LLC (D5T) is a rapidly growing Woman Owned Small Business that specializes in engineering services and research and development (primarily for the Department of Defense (DoD)). D5T is currently developing Augmented Reality, Virtual Reality, and Mixed Reality (AR, VR, MR) based training applications for DoD and commercial end users. As part of the AR, VR, MR development, D5T designs, selects, and integrates sensor technologies for a holistic and complete solution. D5T has a strong teaming relationship with many industry partners including large commercial businesses, other small businesses, and multiple universities.

**Job Description:**

D5T is seeking a computer scientist (software developer / engineer) to develop interactive AR, VR, MR systems for training applications, assist in enhancing VR training by incorporating artificial intelligence and machine learning, and lead AR, VR, MR project design and development. An ideal candidate will also support the development of new business efforts in these areas.

**Major Responsibilities:**

- Program original code and modify customer or vendor provided code to develop AR, VR, MR applications
- Develop with APKs and SDKs for AR, VR, MR
- Develop modern user interfaces for a variety of uses
- Present work to clients, internal teams, and subject matter experts
- Participate in an Agile oriented work environment and associated responsibilities
- Present project status at customer program reviews, submit summary reports, put together sprints to align with project deadlines, and support development of proposals for new business efforts
- Demonstrate an understanding of software integration with hardware
- Understand and integrate Artificial Intelligence and Machine Learning into AR, VR, MR training environments

**Duties:**

- Work both independently and collaboratively to design, develop, and maintain a dynamic and scalable 3D Interactive Training Environment
- Work with cross-functional teams (computer scientists, engineers, designers) to plan, design, and develop a comprehensive user experience for AR, VR, MR based applications/platforms
- Use industry standard best practices in the development cycle and work with customers to define specifications and requirements
- Lead, define, and participate in programming and project sprints
- Develop in a variety of computer languages, such as C++, C#, Swift, and Python
- Learn current/new technology and software languages to complete projects

- Implement API tools and technologies to interface with back-end technologies and legacy software
- Optimize lead times and latency, and analyze other key performance metrics
- Participate in team integration of hardware and software tooling
- Solve challenging problems that are often not well defined
- Create and collaborate on innovative, robust, user-oriented, and consumer centric experiences
- Rapid prototyping of game mechanics and proof of concept software

**Candidate Skills and Experience:**

**Required:**

- Proficiency in at least one major programming language
- Experience with application development (C, C++, C#)
- Ability to perform work independently and meet deadlines
- Creative problem-solving skills and issue prevention expertise
- Strong, detail-oriented work ethic
- Strong computer science fundamentals in object-oriented design, application design fundamentals, algorithms, and data structure
- Advanced software engineering skills, including the ability to write maintainable code with adequate comments
- Strong communication skills and technical writing ability

**Desired:**

- Knowledge and experience with
  - Hardware and software interface development
  - Multi-platform development (i.e. Unity, Unreal Engine)
- Experience in physics and particle systems
- Experience with 2D/3D animation
- Experience with UI design and development
- Experience with other 3D game engine development platforms
- Strong scripting language experience (Xcode, ActionScript, Python, Batch, Shell, Swift)
- 3D Software Experience (SketchUp, 3DSMax, Maya, Blender)
- Experience scripting on Windows or \*Nix Operating Systems (Bash, Batch, Powershell)

**Education:**

- Bachelor's Degree in computer science/engineering or related discipline from an accredited university (Required)
- Master's Degree is computer programming related discipline (Desired)

**Applicant must be a US Citizen**