



25 Love Lane
Concord, MA 01742
phone: 978-405-3200
fax: 978-405-2076
www.concord.org

TITLE

JAVA 3D PROGRAMMER

GENERAL DESCRIPTION

The Concord Consortium (www.concord.org) is an independent, non-profit research and development organization, which seeks to improve education by harnessing the best of educational technology. We work at the national and international levels, providing low-cost, innovative solutions to pressing educational problems. The Concord Consortium (CC) is a fast-paced but casual organization of hard working professionals. We have a team of talented and enthusiastic programmers who are actively developing next generation of educational information systems that integrate learning and teaching in contextualized, interactive software environments. CC is strongly committed to using and creating Open Source software.

The work environment at CC is casual and flexible, but fast paced and stimulating. CC provides excellent benefits including medical and dental coverage; flexible spending accounts; life and long-term disability insurance; vacation time, sick days and short-term crisis leaves; tuition reimbursement; and generous retirement contributions.

SPECIFIC RESPONSIBILITIES

CC is looking for a Java Programmer to work with a group of programmers, scientists, engineers, and educators to create an easy-to-use 3D virtual environment for modeling a variety of engineering and geoscientific problems. The programmer will develop a high-performance 3D virtual environment similar to Google SketchUp. The successful candidate will need to write high-performance, maintainable Java code. The candidate should also possess demonstrated problem-solving skills and the ability to work effectively and meet deadlines, as a short production schedule is critical to the success of the project.

QUALIFICATIONS

Required

- At least three years of Java programming experience, primarily front-end (core Java, concurrency, graphics, AWT, Swing, etc.)
- Familiarity with jMonkey, Ardor3D, or other Java 3D APIs
- Deep understanding of OpenGL and/or scene graph-based graphics library
- Experience with 3D user interfaces such as extrusion and inference engines
- Ability to write clean, high-performance code
- Ability to work independently and collaboratively
- Good verbal and written communication skills
- Undergraduate or master's degree in one or more of the following fields: computer science, physical science, engineering, geoscience, and science education

Preferred

- Understanding of numeric simulations such as computational fluid dynamics and heat transfer
- A general interest in computer-aided design software
- Knowledge in solving partial differential equations
- Ability to learn quickly and desire to learn new technologies
- Experience using and evaluating open source products
- Skills in other programming languages such as Ruby and JavaScript
- Experience with the following development tools and technologies is a plus: Eclipse, MySQL, Git, SVN, Continuum, Maven, Ant, XML, HTML, CSS, JEE, JME, Ruby on Rails, and AJAX.

The successful candidate will be required to work on site and must be authorized to work in the United States.

SALARY

\$65,000-\$80,000 full time annual salary, depending on qualifications and experience.

This is a full time (100%), exempt position.

Projects to Charge

80% Engineering, 20% High Adventure Science

TO APPLY

Please send your resume and cover letter to:

3Dprogrammer@concord.org

attn: Jennifer Glover

The Concord Consortium

25 Love Lane

Concord, MA 01742

The Concord Consortium is an EEO employer. It does not discriminate on the basis of sex, age, race, religion, handicap, national origin, sexual orientation, or veteran's status.