A blue and white background

Description automatically generatedA blue text on a white background

Description automatically generated

Software Developer

Biomechanics and Spine Research Group

School of Mechanical, Medical and Process Engineering

Faculty of Engineering





About the Position

**Software Developer for a Multi-Platform App to Enhance Telehealth for Children with Spinal Deformity**

We are seeking a skilled Software Developer with experience in cross-platform mobile application development and image processing APIs. You will be responsible for completing the development cycle of a mobile application that improves care for paediatric patients with spinal deformity, who are living in rural and remote Queensland. The backend and frontend application have already been created and deployed for early stage testing in Beta version. Now we are looking for a motivated, enthusiastic and creative App Developer, with experience in agile development, deployment of mobile applications, and server integration to take our App to release.

**Key responsibilities include:**

* Enhance and fine-tune the existing mobile app to include a clean and intuitive user interface, and functionality to present instructions to users in a clear and engaging manner.
* Server integration of the mobile application, and ensuring seamless and secure upload of photos to the server.
* Implement credentialed access to securely hosted app data and patient data on the server.
* Generate a digital patient file for the surgeon automatically on the server-side.
* Conduct thorough testing and debugging to maintain a high-quality user experience and to ensure cohesive integration.
* Collaborate with the interdisciplinary team including engineers, clinical experts and industry partners.

**Required Skills and Qualifications:**

* Proven experience in mobile app development for both iOS and Android platforms.
* Proficiency in programming languages such as Swift (for iOS), Kotlin/Java (for Android), and especially Dart (Flutter) or React Native for cross-platform development.
* Strong understanding of mobile UI/UX design principles.
* Experience with integrating RESTful APIs and working with backend services.
* Familiarity with image processing and camera APIs.
* Knowledge of authentication, secure data transmission and storage practices.
* Experience with version control systems such as Git.
* Excellent problem-solving skills and attention to detail.
* Strong communication skills and ability to work in a team-oriented environment.

**Type of appointment**

This appointment will be offered as Fixed Term, Part-time contract at 0.8FTE (4 days/week), with start date as soon as possible, and appointed until November 2025. This opportunity would suit a graduate (HEWA6.4), or an Early Career Researcher in Computer Science/Information Technology, or Software/IT/Computer Engineering.

**Location**

The role will be based at Queensland University of Technology satellite site, Centre for Children’s Health Research, in South Brisbane. The project will be in the School of Mechanical, Medical and Process Engineering, within the Faculty of Engineering.

**Contact**

If interested contact: Dr. Nathasha Naranpanawa - [nathasha.naranpanawa@qut.edu.au](mailto:nathasha.naranpanawa@qut.edu.au)

[Use Email Subject line: “Software Developer BSRG”]