

Job offer - Game / Unity Software Developer

Vienna am 26.11.2021

Location Austria, Vienna

Presence: Local and Remote

We are looking for a full time Unity Developer with experience in extending and improving VR Unity projects. The ideal candidate has the ability to tackle any facet of development required in the process of bringing experiences to life. The ideal candidate will have the ability to engage with all facets of game development. A solid understanding of clean, optimized code and the ability to finalize and integrate your tasks is required. Using APIs, creating a consistent experience, and translating artistic and technical challenges into optimized, shippable products is your daily task.

Your skills:

- High level of C# proficiency.
- Expert level of using Unity 3D.
- Understanding of 3D Math.
- Experience with various VR Frameworks, hardware and applications.
- Proficient in both debugging and profiling.
- Familiar with working in an agile development environment.
- Experience with version control software (git).
- Taking responsibility for features from prototype to production.
- Strong communication skills (in English and/or German) within a cross-functional team.

Your Tasks:

- Collaborate with other developers, designers, creatives, and producers.
- Need to estimate, plan, and execute game development tasks.
- Take on ownership of features from prototype to production.
- Create, debug, maintain and optimize VR simulators and internal libraries.
- Support the team in doing code reviews.

Bonus:

- Deep understanding of specific subsystems like Physics / Networking / Multiplayer Concepts.
- Experience in Motion Capturing.
- Experience with Grafiks / 3D / Shader-Coder

Education:

B.S./M.S. in Computer Science or equivalent degree or equivalent work experience.

Contact: info@vr-motion-learning.com