

## UNITY3D / C# DEVELOPER FOR VR WANTED!



### SURF THE VIRTUAL REALITY WAVE AND BECOME A 3D DEV EXPERT!

We are looking for a **Junior/Mid-Level Unity3D Technical Artist & Developer** to support us in our new mixed reality team! Join the innovation in our young team in the great city of Las Palmas.

#### Who we are:

We are a young and dynamic company working in all Germany and Europe to support clients with their IT projects, their big data handling and enterprise logic. We create tailor-made software solutions and deliver in a fast-paced environment professional support for all the client's IT needs including visualization.

Now we are building up a new team within our already existing group of developer experts to push visual presentation via virtual and augmented reality to a maximum. We will have some research freedom with the new technology but also many challenging customer projects in the queue. Join us from the mixed reality beginning to help create a great new business in the metaverse that we will build with you!

#### Your Skills:

- An open-minded spirit and affinity and passion for 3D real-time graphics, 3D gaming and innovative technology in general
- a Bachelor or Master in Computer Science / Media Technology or a related field
- decent C++/C# skills on Windows 7/8/10 platforms
- Unity3D experience is a must (1 year+), including your own 3D project using the technology (be it a 3D game or an industrial use case).
- Deep understanding of real-time related issues regarding high quality graphics and interaction
- Basic 3D Modelling, texturing, shading and lighting skills in Autodesk Maya, 3DSMAX or other tools
- Android deployment of Apps is known to you, previous Java/Android development is a plus
- Unreal4 experience and Python knowledge is a plus
- Previous work with VR/AR technology is a big plus – *please be sure to mention these!*
- Huge curiosity and intense interest in trying out something new nobody has done before.
- You are a teamplayer and open to learn something new and take a good advice.
- You keep calm under pressure and challenging deadlines.
- You are well organized and can keep up to your commitments autonomously with the highest quality standards towards your own work.

### Your Responsibilities:

- Create VR/AR applications using Unity3D game engine and by coding the additional logics in clean and pretty C#/C++.
- Set up and run and debug the demos on hardware technology like the Oculus Rift, HTC Vive, GearVR, Daydream or Microsoft Hololens
- Convert & Create beautiful 3D content and bring it into the real-time environments with decent frame rates!
- Join on internal meetings for technological concepts and content creation definitions.
- Fulfil 3D generalist tasks and be the "I can fix it!"-guy to go to.
- Research and develop on user interaction concepts for mixed reality demos.
- Work on time critical customer projects in a team, but autonomously in your field.
- Take responsibility for other technical duties on the go.
- Bring in your own creative ideas for great VR/AR experiences and kick them off! Create the future!

### What you get:

- An awesome team with fun people to work with!
- The freedom to experiment with the coolest and most innovative hot shit computer technology there is today!
- Very interesting international client projects and a lot to learn!

Sounds like the job for you?

The please contact us to get us your CV and you an interview!



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