



Immerea OG

UNITY PROGRAMMER (f/m/x)

24 h/week
VIENNA

Hi! We are a young and motivated team of two media artists (Manuel and Flavia) and a programmer (Michael). We are looking for a temporary support from September for the development of the prototype of our Sandbox and Exploration Game in VR: "Garden of Akori". The game is based on a philosophical concept of energy, matter and time, where you interact with abstract organisms in a mysterious world. The game focuses on creativity, perception and exploration.

● YOUR PROFILE:

- Experience / education in Game development
- Good handling and experience with Unity
- Object-oriented programming experience with C#

● NICE TO HAVE:

Experience with:

- AR / VR Technologies
- Database Management Systems
- Multiplayer in Unity
- Shader programming and VFX / Shader Graph
- Implementation of UI / UX

Interest in mathematics and machine learning

If you are interested, please send your application (CV and portfolio) in German or English by email to: office@immerea.com

For the part-time position of 24 h/week, we offer flexible working hours and a gross salary of EUR 2,100/month by freier Dienstvertrag with a willingness to pay a higher salary, depending on qualifications and experience.

Looking forward to meeting you! =)

++ Immerea is an LGBTQ-friendly environment ++

MORE ABOUT US:

www.immerea.com
www.mitzutaimatsu.com
www.flaviamazanti.com