



**immerea.**

## **UNITY PROGRAMMER / TECHNICAL ARTIST (f/m/x)**

### **24 - 40 h /week**

### **REMOTE / VIENNA**

Hi! We are Immerea, a young Startup based in Vienna with focus on VR games and interactive installations. We are looking for a part-time or full-time Unity Programmer / Technical Artist (f/m/x) from November on, who can help us with various projects we are working on in the areas of game development, gamification and virtual installations.

#### ● Profile:

- Experience / education as game developer (also students)
- Good handling and experience with Unity
- Object oriented programming experience with C#
- Motivation for creativity and experimentation

#### ● Plus points for experience in:

- AR / VR Technologies
- Experience in Houdini, Blender
- Experience in mobile development
- Various experiences in the areas of rigging, animation, texturing, shader graphics, VFX graphics

What we offer:

- Young and motivated team
- Workplace remotely
- Payment according to the Austrian collective agreement (Kollektivvertrag)

*If you are interested in joining us, please send us your Portfolio and a short description about you: [office@immerea.com](mailto:office@immerea.com)*

Looking forward to meeting you! =)

++ Immerea is an LGBTQ-friendly environment ++

#### **MORE ABOUT US:**

[www.immerea.com](http://www.immerea.com)  
[www.mitzutaimatsu.com](http://www.mitzutaimatsu.com)  
[www.flaviamazanti.com](http://www.flaviamazanti.com)