

VR Developer Job Description

Educational Qualification : Computer science,/Computer engineering, Information technology, or game design degree (We will also consider applicants with the equivalent combination of education, technical expertise, training, or work experience.)

Experience :

- Min 3 years experience of programming on Unity 3D/ Unreal .
- Min 1year experience in building VR Solutions for Vive, Daydream, Oculus, Gear VR, Hololens, and/or other major platforms

Skill sets :

- C# and/or C++
- Unity 3D / Unreal Engine
- UI / UX designing
- Object Oriented Programming
- Familiarity with 3DS Max, Maya, Substance, etc.
- Knowledge of game engine concepts such as lighting, shaders, materials, meshes, scripting, etc.
- Ability to understand and apply 2D and 3D mathematical concepts (linear algebra, matrix multiplication, quaternions, etc.)

Job responsibilities:

- Develop custom VR and AR experiences for enterprise use cases (engineering, biomedical, marketing, training, etc.)
- Implement user interfaces based on mockups and storyboards
- Set up virtual environments
- Develop intuitive user interactions
- Write and Document reusable codes
- Diagnose, document, and fix bugs as reported by testers and users
- Use industry standard source control and issue tracking systems (Git, Jira, Trello, etc.)
- Participate in project planning and team code reviews
 - Keep up with the latest trends and advancements in augmented and virtual reality