

SOFTWARE DEVELOPER

Who we are and what we do:

At **Avataris** (<https://www.avataris.ai>), we're not just building AI - we're bringing digital humans to life. Our cutting-edge, photorealistic AI avatars are redefining customer interactions, making websites, apps, and digital platforms more engaging, personal, and intelligent. Imagine virtual assistants that don't just answer questions but connect with users on a human level - speaking multiple languages, adapting to emotions, and creating trust like never before.

Our remote-first team of AI, Unity, and avatar experts is shaping the future of digital communication, from hyper-realistic chatbots to Metaverse-ready AI agents. If you're passionate about pushing technology to new frontiers and creating experiences that blur the line between digital and reality, **you'll fit right in.**

Possible tasks (depending on your interest and suitability):

- **AI, Cloud, and External Integrations** - Implementing AI features (e.g., **OpenAI APIs, AI training**), working with **Azure Cloud**, OpenAI, DeepSeek, Gemini, Claude, Llama & more.
- **Server, API, and Tools Development** - Setting up, managing, and optimizing **server environments**, integrating **APIs**, and building tools for connectivity and automation (not necessarily requiring deep Unity experience).
- **User Interface & Experience** - Designing and implementing intuitive **UI/UX** solutions across various platforms (desktop, mobile, VR/AR).
- **Animation logic & procedural animations** - IK, Ragdoll, Soft-Body physics, and other advanced animation techniques.
- **Lifelike, complex character behavior** - Developing virtual personalities with dynamic AI-driven behaviors.
- **Cinematics and Animation Systems** - Advanced development using **Unity Timeline** and **Cinemachine** for high-quality cutscenes and procedural storytelling.
- **Multiplayer Development** - Working with **Fusion** and **MxM** to create seamless networked gameplay and multiplayer character animation systems.
- **VR/AR developments** - Implementing intuitive navigation and controls, including **Oculus Quest Hand Tracking**.
- **Integration of latest Unity technologies** - Leveraging features like **Ray-Tracing, DOTS, and the Jobs-System** to enhance performance and visuals.
- **Performance optimization and testing** - Ensuring smooth gameplay across different hardware setups.

Your skills/experience:

Must have:

- Unity Game Engine & C#
- Problem-solving & exploring new Unity tech
- Experience with using AI tools on a daily bases
- Communicative English (incl. "software English")
- Strong grasp of existing codebases & third-party asset integration
- Clear communication & teamwork
- Organizational skills, attention to detail, and quality awareness

Nice-to-have:

- Experience with VR, TypeScript, Servers, APIs, AI Trainings & Tools
- Startup mindset

Why Join Our Cutting-Edge AI Startup?

- **Grow with Us & Shape the Future:** Be part of a pioneering team in digital human AI agents, working with the most advanced solutions worldwide. In our flat-hierarchy startup, you won't just have a job - you'll shape the industry, push boundaries, and build a standout portfolio that accelerates your career like nowhere else.
- **Exciting & Impactful Work:** Develop groundbreaking AI that has the potential to positively impact billions, not just millions. Your work will shape the future of human-AI interaction, influencing industries and societies at a global scale.
- **Ultimate Flexibility - Work on Your Terms:** Define your own schedule - whether part-time, full-time, or even beyond. Work from anywhere, set your own hours, and enjoy a work environment with minimal restrictions, allowing you to focus on what truly matters: innovation.
- **Exceptional Compensation & Growth:** We reward top talent - offering salary increases of up to 30% every 3 months. Some of our team members have increased their income by 700% in just two years. If you're exceptional, your earnings will reflect it.

Contact us:

Avataris Recruitment Team

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