

UNITY 3D DEVELOPER FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team we are looking for several developers.

Possible tasks (depending on your interest and suitability):

- Animation logic & procedural animations (IK, Ragdoll, Soft-Body, etc.)
- Lifelike, complex character behavior (virtual personalities)
- Solving difficult Unity challenges and exploring new paths
- Usage of the latest Unity technologies (e.g., Ray-Tracing, DOTS, Jobs-System, etc.)
- Voice control, dialogue system and player-character-interactions
- Character individualization (geometry, blend shapes, hairstyles, clothing, etc.)
- Game logic, level design, tutorial and story implementations
- VR/AR developments (navigation/control, Oculus Quest Hand Tracking, etc.)
- User interfaces for different devices (3D/VR/AR)
- Interface to 3D graphics, performance optimization, testing

Your skills/experience:

Important:

- Unity3D (2019+) and C#
- Depending on possible tasks above the corresponding experience
- Passion for game development
- English (fluent, if possible, also "software English")

- Problem-solving oriented, proactive and self-organized
- Ambitious and motivated
- Strong communication skills with external team members
- Organizational talent, conscientiousness and quality awareness

Advantageous:

- Experience with DOTS
- Experience with VR
- Experience with Java Script/Typescript
- Experience with C++
- Startup mentality

The advantages of our job offer:

- Leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar
- Our high market potential allows rapid salary increases
- Very flexible work hours and remote working (part-time work also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team

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