



C# Unity Developer (m/f) at Mixed Reality Startup

Mixed Reality (MR) is one of the most exciting technologies of our generation and the big companies already count on AR and VR to increase their efficiency, security and quality. With years of experience with MR and being one of the first HoloLens pioneers in Europe, VISCOPIE is specialized in developing innovative Mixed Reality experiences for industrial applications. Our solutions range from holographic robot-training to interactive showroom events in the automotive industry. Our customers are among others ABB, Deutsche Bahn, Siemens, Daimler.

We are looking for motivated and initiative developer who are fascinated as we are by **implementing the future technologies already today in the world industries.**

VISCOPIE is a start up from TUM which develops Mixed Reality solutions for industrial applications.

Your skills and experience

- A degree in computer sciences or equivalent qualification
- Very good knowledge in C# and safe handling with unity
- Good skills in object-oriented programming and in software design
- Know-how in the realization of VR and MR projects using for example HTC Vive or MS HoloLens
- Preferable: Knowledge in programming shaders (Cg/HLSL/GLSL)
- Preferable: Experience in game design / animation / motion design

Your profile

- Good instinct for trends and innovations as well as a good technical understanding and attention to detail
- Creativity, autonomous method of working and analytical and strategic ability to think
- Working following SRCUM, DRY and KISS
- Pleasure exchanging ideas with the teams and participation at Code Reviews

Your (developer) tasks

- Creation of interactive MR and VR apps to visualize products or simulate technical processes (cross platform)
- Building of scenes including light & camera setup, animations, shaders, meshes, interaction and user interfaces
- Adjustment and optimization of 3D models
- Implementing real interfaces to connect with VR and MR
- Creating intern developer tools
- Integration of solutions in customer systems

Your field of activity

- Creating a requirements analysis for the customer to optimally use VR and MR technologies
- Creation of technical (design) documentations
- Fast prototyping for an early evaluation of approach
- Project management varied MR and VR projects for medium-sized and international operating companies

Start: 01.07.2017

Working hours: Fulltime (40 hours/week)

Working place: Garching, Munich

We are looking forward to your convincing application to career@viscopic.de.

For more information about the company, have a look on the webpage: www.viscopic.com.