



headtrip immersive media GmbH

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WANTED: Unity-Developer

ABOUT US

We are headtrip immersive media GmbH. For five years, we have passionately developed VR and AR Tools for medium-sized enterprises and multinational corporations alike. We combine agency glamour and a startup atmosphere at our two locations in Cologne. Our agency is specialized in individual solutions in virtual media. Here, every colleague can be as they are. Our team is not off-the-shelf and we don't produce off-the-shelf experiences. We like to experiment in our Innovation Lab and we gladly pass this knowledge to our customers within our projects. Every customer gets an individual solution for their needs. If you can identify with this way of working, we invite you to tell us about yourself. We are looking for new colleagues that are eager to work with us and appreciate a self-reliant work style. If you live in the broader Cologne-area it would be perfect for us. But being in the HomeOffice right now, a further distance would be okay for us for the start.

ABOUT YOU

We want to strengthen our Unity-Development-Department. If you want to work with us either full-time as a Dev-Superstar or part-time as a greenhorn doesn't matter - as long as you are motivated, dependable and a fitting expansion for our team.

Most important are for us:

- confident in handling the Unity Game Engine
- (first) experiences within Game- or VR-Development
- very good programming skills, especially C#

Further Skills, you either have or are willing to learn:

- Bachelor- or Master-Degree in Computer Science, Media Information Technology, Game Development or similar education (written off of another job advertisement, doesn't really matter for us ;-))
- experience in developing VR-Applications, knowledge of relevant SDKs (Oculus, SteamVR)
- experience in App-Development (Android, iOS), native or in Unity 3D, especially AR-Applications
- programming skills JavaScript
- experience in Web-Development, Frontend and/or Backend (HTML5/WebGL, nodeJS, MySQL)
- experience with relevant Multiplayer-Frameworks (Photon, Mirror)
- experience with other Games Engines or Frameworks (Unreal, PlayCanvas, A-Frame)
- Version Management (git)
- knowledge in Shader-Programming

Do you recognize yourself fully or partly in this description? If so, don't hesitate and give us a call. Or you can send an informal, but meaningful application to bewerbung@head-trip.de. We are looking forward to hearing from you.