AR - VR Developer

Job description

Viones Virtual Projects is seeking a passionate and talented AR/VR developer to join our team in Athens for the development of augmented and virtual reality applications. As a small but focused team, we are keen to transform traditional industries by integrating modern technologies into their already established processes.

The role involves working on a variety of augmented and virtual reality projects across a wide range of clients, working closely with the project design team to meet project goals from concept to delivery. As a member of the team, the successful candidate is expected to be self-motivated, have good communication skills and demonstrate a strong attention to detail, adaptability and enthusiasm.

The right candidate should have a basic understanding of game engines (Unity, Unreal Engine) and preferably some experience in developing AR and VR projects. He should be able to demonstrate technical creativity and innovative use of technology and be interested and enthusiastic in all aspects of AR and VR development.

Required Technical Skills

- Experience with 3D game engines, preferably Unity and/or Unreal Engine.
- Knowledge of coding in C# for Unity.

Additional Skills

It would be beneficial to have any of the following:

- Previous professional experience in developing AR/VR applications will be a major plus.
- Experience in mobile app development (Android and iOS).
- Basic knowledge of 3D modelling software, such as 3ds Max.

Please send your CV to: john@viones.com.sg