



TECHEFFECT PRIVATE LIMITED

BECOME THE BEST VERSION OF YOU

Internship Opportunity: UI/UX Developer for AR Application (Unity)

Location: Remote | Duration: 2–3 months | Stipend: Competitive

About the Project:

We are building an AR-based social platform where users can pin content in the real world using GPS and surface detection. The platform is developed using Unity and integrates Firebase and AR Foundation.

We're looking for a motivated **UI/UX intern** with a background in **mobile/web front-end design** who's excited to learn Unity and help us bring intuitive, clean, and responsive user interfaces to life within our AR environment.

Responsibilities:

- Translate Figma/mockups into Unity UI (Canvas-based layouts, buttons, panels, etc.).
- Build UI for content placement, viewing, messaging, and navigation.
- Work closely with Unity developers to connect UI elements to game logic.
- Help ensure UI responsiveness across screen sizes.
- Assist with improving user experience and overall interaction flow.

Requirements:

- Experience with web or mobile front-end development (HTML/CSS, Flutter, React Native, or similar).
- Understanding of UI/UX principles and responsive design.
- Willingness to learn Unity's Canvas and UI system.



TECHEFECT PRIVATE LIMITED

BECOME THE BEST VERSION OF YOU

Bonus Points If You:

- Have used Unity before (even for personal projects).
- Know C# basics or are open to learning it for UI scripting.
- Are familiar with AR or 3D interfaces.

Perks:

- Work on a cutting-edge AR product from the ground up.
- Learn Unity hands-on and expand your skill set.
- Potential to transition into a full-time or long-term role.

To Apply:

Send your resume, portfolio (if any), or a short note on why you'd like to work on this project. At Samhussain045@gmail.com, +91-9958748303