

## **Job Posting:174329 - Position: W26 XR Dev Co-op 174329B**

<b>Co-op Work Term Posted:</b>	2026 - Winter
<b>App Deadline</b>	10/17/2025 09:00 AM
<b>Application Method:</b>	Through UBC Science Co-op
<b>Posting Goes Live:</b>	10/10/2025 11:54 AM
<b>Job Posting Status:</b>	Approved

## **ORGANIZATION INFORMATION**

<b>Organization</b>	UBC Hackspace for Innovation and Visualization in Education (HIVE)
<b>Address Line 1</b>	Rm 1516 - 2350 Health Sciences Mall
<b>City</b>	Vancouver
<b>Postal Code / Zip Code</b>	V6T 1Z3
<b>Province / State</b>	BC
<b>Country</b>	Canada

## **JOB POSTING INFORMATION**

<b>Placement Term</b>	2026 - Winter
<b>&lt;b&gt; Job Title &lt;/b&gt;</b>	W26 XR Dev Co-op 174329B
<b>Position Type</b>	Co-op Position
<b>Job Location</b>	Vancouver, BC
<b>Country</b>	Canada
<b>Duration</b>	4 or 8 months
<b>Work Mode</b>	Hybrid
<b>Salary Currency</b>	CAD
<b>Salary</b>	0.0 per hour for 0 Major List
<b>Salary Range \$</b>	\$2,800-\$3,900/month
<b>Job Description</b>	

Duration: 4, 8, or 12 months

Join our innovative team at the forefront of technology and healthcare as we develop the VanVR App, a pioneering MR application designed to transform training and support for healthcare providers. Utilizing Unity, Oculus Passthrough, and advanced database management, this role offers a unique opportunity to contribute to the healthcare industry's digital transformation.

### **Responsibilities**

- Development and Implementation: Design and develop MR applications using Unity and Oculus Passthrough, ensuring a seamless and interactive user experience.
- Backend Integration: Work with EduClaud, Azure, and MongoDB to manage, store, and process data effectively, ensuring robust backend support for MR applications.
- Collaboration and Research: Collaborate with cross-functional teams to integrate new technologies and research innovative MR solutions to enhance educational tools.
- Testing and Optimization: Conduct thorough testing of MR applications, identifying and fixing bugs to optimize performance across different devices.
- Documentation: Maintain detailed documentation of development processes, system architecture, and user guides.

## **Job Requirements**

### Qualifications

#### Required Skills:

- Currently enrolled in a Computer Science, Software Engineering, or related field; preference will be given to third or fourth-year computer science students.
- Strong proficiency in Unity3D development and C# programming.
- Experience with Oculus Passthrough or similar MR/VR technologies.
- Familiarity with cloud services (EduCloud, Azure) and database management (MongoDB).
- Ability to work collaboratively in a team and communicate effectively.

#### Preferred Skills:

- Previous co-op or project experience in Mixed Reality or game development using Unity.
- Knowledge of Agile methodologies and experience with version control tools (e.g., Git).
- Creative thinking and problem-solving skills with a strong attention to detail.

**Citizenship Requirement**      N/A

## **APPLICATION INFORMATION**

<b>Application Procedure</b>	Through UBC Science Co-op
<b>Cover Letter Required?</b>	Yes
<b>Address Cover Letter to</b>	Sean Jeon