

Job Posting:171293 - Position: F25 Simulation Developer - VR Physics, DigiBC Work Placement 171293B

Co-op Work Term Posted:	2025 - Fall
App Deadline	07/18/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	07/09/2025 04:24 PM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	RKO Interactive
City	Vancouver
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2025 - Fall
 Job Title 	F25 Simulation Developer - VR Physics, DigiBC Work Placement 171293B
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	Hybrid
Salary Currency	CAD
Salary	25.0 per hour for 30 Major List
Job Description	<p>Company: RKO Interactive</p> <p>Location: Hybrid based in Vancouver, BC</p> <p>Type: Full-Time, 30 hours/week</p> <p>Duration: 4 months starting September 2025</p> <p>Salary: \$25/hour</p>

About Us

RKO Interactive is a small, Vancouver-based game development studio focused on creating innovative and experimental VR games and experiences. We're passionate about pushing the boundaries of immersive interaction and are currently exploring new ways to engage players in virtual environments.

Project Overview

This is a research and development project exploring interaction design mechanics in VR for use in future game projects. Areas of focus: real-time, non-rigid body physics simulation, gesture and voice control, AI dialogue systems, hand-tracking and mixed reality systems.

The Role

We're looking for a Simulation Developer - VR Physics Co-op student to join our team for a paid work placement. In this role, you'll

contribute to the design and development of interactive physics-based systems and prototypes for virtual reality. You'll collaborate with a small and supportive team to explore new types of user interaction and gameplay based on realistic physical simulations in Unity.

Responsibilities

- Designing and developing interactive VR physics prototypes in Unity
- Writing clean, efficient, and reusable C# code
- Implementing and refining physics-based mechanics and interactions
- Using git for version control and collaborative development
- Collaborating with a team to iterate on gameplay concepts
- Contributing ideas to improve player experience and interaction design

Job Requirements

Requirements for the Role

- A portfolio or demo of Unity projects (games, experiments, or prototypes)
- Strong interest in math, physics, and interactive systems
- Experience working with the Unity game engine
- Solid C# programming skills
- Strong communication and collaboration abilities
- Enrolled in a computer science, physics, game development, digital media, or related post-secondary program
- Currently enrolled student at a post-secondary institution who holds a Canadian Citizenship, Permanent Residency, or Protected Status (i.e. refugee)

Nice to Have

- A passion for game development and immersive technologies
- Previous experience prototyping in VR using Unity
- Familiarity with VR headsets (e.g. Meta Quest, Valve Index)
- Experience using git in a collaborative team environment
- Interest or background in UX design and interaction systems
- A creative or artistic eye
- Additional technical skills such as shader programming, netcode, or working with gesture/voice recognition systems

This position is part of DigiBC's Work Placement Pilot Program (<https://wpp.digibc.org>), which supports post-secondary students by providing experiential learning opportunities in animation, video, games, visual effects, and XR. As a part of this program, participating students will benefit from customised orientation workshops, e-learning resources, mentoring support, and the opportunity to start building their own professional network in the creative technology industry. This position is open to students who are Canadian Citizens, Permanent Residents, or Protected Person as defined by the Immigration and Refugee Protection Act.

Citizenship Requirement **Canadian & Permanent Residents & Refugees Only**

APPLICATION INFORMATION

Application Procedure Through Employer Website

Cover Letter Required? Optional

Address Cover Letter to Hiring Manager

Special Application Instructions

Please email your application to the DigiBC Work Placement Office (wpo@digibc.org).

Please confirm that you are a Canadian Citizen, Permanent Resident or Protected Status in your email.