

Job Posting:175614 - Position: W26 VR Technical Designer Co-op (Buffalo Buffalo) - DigiBC Work Placement 175614B

Co-op Work Term Posted:	2026 - Winter
App Deadline	11/28/2025 11:59 PM
Application Method:	Through Employer Website
Posting Goes Live:	11/25/2025 09:18 AM
Job Posting Status:	Approved

ORGANIZATION INFORMATION

Organization	Buffalo Buffalo
City	Vancouver
Province / State	BC
Country	Canada

JOB POSTING INFORMATION

Placement Term	2026 - Winter
 Job Title 	W26 VR Technical Designer Co-op (Buffalo Buffalo) - DigiBC Work Placement 175614B
Position Type	Co-op Position
Job Location	Vancouver, BC
Country	Canada
Duration	4 months
Work Mode	Fully Remote
Salary Currency	CAD
Salary	0.0 per hour for 32 Major List
Salary Range \$	\$22-25/hr
Job Description	

Buffalo Buffalo is a future-forward Vancouver-based game studio, looking for a talented full-time **VR Technical Designer CO-OP** to join our team. We craft unique immersive experiences that are brimming with surprises. Come work with friendly and talented artists, programmers, sound designers, and game designers to make truly creative games. Follow us on LinkedIn to stay up to date!

This position is part of DigiBC's Work Placement Program, 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 benefit from customized orientation workshops, e-learning resources, mentoring support, and opportunities to build their professional network in the creative technology industry. Subsidy funding for this position is made available through the Student Work Placement Program (SWPP) grant administered by the ICTC WIL Digital program. This position is open to students who are registered at ACE-WIL accredited public post-secondary institutions, reside in British Columbia, and are Canadian Citizens, Permanent Residents, or Protected Persons as defined by the Immigration and Refugee Protection Act.

Role Overview:

We are seeking a creative and technically skilled VR Technical Designer to join our team. The role is initially for a 3-month(12 weeks), with the possibility of extension.

Let's get the important stuff out of the way:

- **Position:** Full-Time (32 hours/week, 4 days/week)

•**Salary:** \$22-25/hour (CAD)

•**Duration:** 3 Months, starting early Jan 2026

•**Location:** Remote work based on the Pacific Time Zone.

(Note: the Co-op team has confirmed that this position will meet the 420 hour requirement)

What you'll do:

- Design, prototype, and balance game mechanics and systems.
- Collaborate with developers and artists to implement and refine gameplay features in Unity.
- Build and edit splines for paths, motion, cameras, and other systems.
- Create detailed design documents and wireframes to communicate ideas.
- Analyze game data and player feedback to improve the gameplay experience.
- Playtest builds and helps tune difficulty, readability, and usability.
- Analyze player feedback and basic gameplay metrics to improve the experience.
- Willingness to learn and adapt in a dynamic environment.
- Contribute to level design and scripting tasks.

Job Requirements

What you bring:

- Currently enrolled in a post-secondary program in game design, computer science, interactive arts, or a related field (and be eligible for a co-op).
- Strong understanding of game design principles and player psychology.
- Experience with game engines (Unity).
- Experience creating splines.
- Proficiency in scripting languages (C#).
- Analytical thinking and attention to detail.
- Problem-solving and debugging mindset (you enjoy figuring out why something isn't working).
- Ability to work collaboratively and iterate based on feedback.

Nice-to-Haves:

- VR development experience (Unity XR Interaction Toolkit, OpenXR, Oculus Integration, SteamVR, etc.).
- Familiarity with VR comfort & interaction guidelines.
- Experience with QA or playtesting (creating test plans, logging bugs clearly).
- Experience with user experience (UX) design.
- Knowledge of 3D modelling and animation tools.
- Familiarity with agile development methodologies.
- Familiarity with version control (Git, Plastic SCM, or similar).
- Previous experience in level design or narrative design.

Citizenship Requirement N/A

APPLICATION INFORMATION

Application Procedure Through Employer Website

Special Application Instructions

Please submit both your **resume and portfolio** as your application.

Application Link: <https://pod4.app.loxo.co/job/Mzg0NjQtZ2ZjZnMwZjRvdjRuczk1Ng==>

Please click the "I intend to apply to this position" button on SCOPE and also submit your application via the employer's website.

Applications are accepted on a rolling basis and the posting may be expired at any time by the employer as submissions are received.

Students should submit their applications as soon as they are ready.