

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

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

ORGANIZATION INFORMATION

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

JOB POSTING INFORMATION

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

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 EduCloud, 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

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