**Your responsibilities:**

We are looking for a seasoned Unity VR/AR Developer to be a part of the team that brings our AI tech to life for the people.

* Production of VR/AR experiences viewable on mobile devices and VR headsets
* Working with pre-created images and 3D models to create photorealistic experiences
* Spike testing and rapid proofing of concepts around emerging technologies
* End-to-end development of new features from concept to deployment in a CI environment
* Writing clean, well-documented, testable code
* Professional level mastery of Unity, C# and 3D application development
* Minimum of 2+ years experience with C# and .NET Framework
* 1+ year of direct working experience with C++
* Knowledge of mobile development & deployment (IOS, Android, Web)
* Ability to create rapid prototypes of systems in Unity, including asset integration into Unity
* Unity multi-platform deployment/debugging/testing, native plugins
* VR: Working knowledge of HMD (ie Oculus, HTC Vive)
* Building user interfaces in Unity utilizing diegetic, meta and spatial elements

**Additional skills considered a plus:**

* AR: Object recognition, acquisition, tracking, rendering
* AR: integrating with existing AR platforms like Vuforia, Wikitude, Metaio
* Knowledge of WebGL, HTML5 and JavaScript
* Experience integrating HTML within Unity (ie Coherent UI, Colibri)
* Experience with highly-accurate indoor location tracking and triangulation on mobile devices
* Machine learning / Computer Vision