### AR/Unity Developer

We’re looking for a Unity Developer within the Cloud & SW Platform Business Unit at Lenovo. In this role, you will be expected to bring hands on technical expertise in continuous integration solutions supporting the Augmented Reality and Cloud platforms. You’ll work in emerging and traditional technologies in order to design, develop, deploy, maintain, and enhance a Mixed Reality platform solution.

What You’ll Be Doing:

* Create software, using relevant programming languages and source code, to meet product requirements and deliver outstanding AR Platform
* Build high-quality interactive products using our Unity 3D and web/mobile platforms
* Design and develop high performance libraries for critical AR functionality
* Prepare technical requirements and software design specifications
* Maintain highest levels of development practices including: Technical design, solution development, systems configuration, test documentation/ execution, issue identification and resolution, writing clean, modular and self- sustaining code
* Work within and across Agile teams to design, develop, test, implement, and support technical solutions across a full-stack of development tools and technologies
* Bring a passion to stay on top of tech trends, experiment with and learn new technologies, participate in internal & external technology communities, and mentor other members of the engineering community.
* Review code and provide positive feedback with suggestions on how to improve performance, quality, and delivery within organizational standards and best practices.

Position Requirements:

What We Need to See in You:

* BA/BS degree in Computer Science or related technical field or equivalent practical experience
* 5+ years of experience developing .Net applications in C# and C++ component libraries.
* 2+ Experience developing Android Applications within Unity3D engine
* Experience using AR SDKs such as Vuforia, Wikitude and ARCore
* Strong knowledge of AR / MR software on mobile platforms
* Strong experience in using third party APIs and SDKs
* Experience with Unity3D or similar technology
* Experience consuming RESTful APIs in a mobile client
* Experience using Git, and automation for CI/CD
* Strong consistency and attention to detail

Preferred qualifications:

* Experience developing low level libraries in C/C++
* 3+ years of recent experience developing Android applications with at least 2 years experience developing Android Applications within Unity3D engine
* Experience developing for Microsoft Hololens and applications for the Universal Windows Platform (UWP)
* Experience with Acceptance Test Driven Development practices is a big plus
* Comfortable talking about technical issues with business people and business issues with technical people
* Able to express complex concepts in plain language to reach broader audiences