

Job title: Junior App Developer.

Location: Office in Birmingham. This role is remote.

Salary: £22,000.00-£25,000.00 per year according to experience

Job Types: Full-time, 3-month temp contract to extend to permanent role based on experience

Who we are

We are a Birmingham-based creative start-up that develops interactive digital experiences with creative partners and clients worldwide.

We provide services and solutions to cover all phases of the digital product life cycle. Working within multiple industries that include marketing, entertainment & education, we exceed our boundaries each day. Co-founded in 2020 by Genea Lynch an industry recognised tech entrepreneur who has over 10 years' experience in the field.

What we do

Captivate Reality has been championing accessible AR & VR within a wide variety of sectors including medical, construction, farming & training. We push the boundaries of what's possible with immersive content. From AR to VR or immersive apps to WebGL, we've got it covered.

Why we're different

We have a strong belief in the power of innovative experiences and how they can improve our lives and are true champion for them. We've produced an extensive collection of immersive projects always with a no-fuss, down to earth approach. Our vision is to make innovative digital experiences that are accessible, understandable, and cost-effective for ALL.

Who we are looking for

As a Junior App Developer, we are looking for someone who loves coding and has a passion for games and interactive digital experiences. You'll likely have spent some time studying coding and/or games programming - this could be at college or university, or a short course. Equally, you could be self-taught.

What you will be doing

- Creating 3D and 2D gameplay experiences.
- Writing and maintaining clean, commented code individually and as part of a team.
- Using C# and Unity as the main technologies in your day-to-day work.
- Troubleshooting and debugging a variety of day-to-day studio issues
- Providing creative and innovative solutions to help optimise applications

How you will be doing this

- You'll be part of a small agile creative team working closely to ensure the best results.
- You'll think creatively and be motivated by challenges and constantly striving for the best.

- You'll be partnered with an experienced senior level developer to assist in project development.

Key skills we're looking for...

- Experience creating games (either academically, commercially or on personal projects).
- Good knowledge of Unity Game Engine
- Knowledge and/or interest in web development languages such as HTML, JavaScript and Typescript
- Excellent communication skills.
- An avid interest in either AR or VR.
- Ability to derive tasks from a design document.
- Attention to detail.
- Self-motivated.
- Ability to work individually as well as part of a team.
- Creating 3D and 2D gameplay experiences.

Bonus points for...

- Native mobile app experience (iOS, Android).
- Rapid prototyping experience.
- Graphics design experience.
- Experience integrating 3rd party APIs would be a plus.
- Experience working within 3D software (3dsMax, Maya etc)
- Previous experience working on VR and AR applications.
- Previous experience implementing user interface design.

We offer

- We want everyone involved in our work to share our success, that's why we have a team profit sharing scheme
- Great work-life balance with flexible working hours
- Work From Home

Our philosophy

We are passionate about what innovative experience can do to enrich our everyday lives. We aspire to pour our passion into every project we collaboratively develop resulting in informative, entertaining & inspiring experiences for our creative partners and clients worldwide. With the right people in the right environment anything and everything is possible.

Find out more

www.captivatereality.com

Some examples of our work

<https://captivatereality.com/projects-1>

<https://www.youtube.com/channel/UCcFF4jLMZK4boIpLqWNNVEQ/videos>

Application details

Applications will be assessed on a rolling basis as we are looking to engage the role ASAP.

Interviews will be conducted over Zoom initially followed by face to face.

Interested applicants should send a CV and covering letter detailing their experience for the role and their availability to: studio@captivatereality.co.uk