

Job title: Senior App Developer

Location: Office in Birmingham. This role is remote

Rate: £300-£350 per day depending on experience

Job Type: Freelance, 3-month min contract

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

We are looking for an enthusiastic, autonomous Lead Unity Developer to join our small friendly team and help shape the future of the company. The main purpose of this role is to lead the Unity development within the organisation, and to provide solutions for our customers using VR, AR, mobile apps, and web experiences.

Your primary responsibilities will be to implement game functionality, translating design ideas, and creating functional and engaging experiences. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.

Every contracted developer may become a Captivate Reality core team member and as such have an opportunity for fix-term contract or employment if having UK residency.

If you feel this is something you would enjoy doing, we would love to hear from you.

What you will be doing

- Lead software development in Unity/C#
- Creating 3D and 2D interactive digital experiences.
- Writing and maintaining clean, commented code individually and as part of a team
- Troubleshooting and debugging
- Providing creative and innovative solutions to help optimise applications

How you will be doing this

- You'll be joining the team as Lead Programmer, working closely with the rest of the team to create apps, bug fix and deploy and ship applications
- 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

Key skills we're looking for...

- 5+ years of professional experience in lead software development
- Solid understanding and extensive experience of creating applications in Unity/C# including scene creation, PBR materials, scripting, textures, animation, GUI styles, and user session management
- Experience with game physics and particle systems
- Understanding of the real-time graphics GPU pipeline.
- Experience with AR, VR, mobile and WebGL development
- Good knowledge and interest in web development languages such as HTML, JavaScript and Typescript
- Strong communication skills, able to collaborate with all disciplines
- Ability to derive tasks from a design document
- Attention to detail
- Self-motivated
- Ability to work individually as well as part of a team

Bonus points for...

- Native mobile app experience (iOS, Android)
- Secondary skill set (3D Modeller/Artist, 2D Designer/Artist etc)
- Graphics design experience
- Experience working within 3D software (3dsMax, Maya etc)
- Previous experience implementing user interface design

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 Teams.

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