



Campus-XR: Midweight Developer

We're looking for an experienced, self-motivated developer to join at an exciting time. We are only weeks away from commercial launch, with a growing number of customers and investors. Our product harnesses experiential learning and gamified learning.

Technical

- Advanced understanding of Unity, with a portfolio of works.
- High comfort level extending and improving an established code base.
- Experience working and shipping multiplayer games.
- Experience with network server configuration (Photon)
- Proficiency in supporting languages; C# and C++
- Familiarity with Meta Quest hardware and its power/limitations.

Non-technical

- Excellent communication skills
- Proven ability to meet deadlines
- Strong team player
- Ability to work independently

Useful:

- Familiarity with HLSL/GLSL and graphics programming
- Experience producing and running unit testing
- Experience working with SCM packages
- Experience deploying software
- Previous experience shipping game titles or other similar software

Qualifications

- Degree or equivalent qualification from a respected Games Development, Programming or Computer Science course
- Impressive portfolio that showcases a talent and passion for the trade
- Recognition and awards for any previous projects

We offer

- An attractive package and benefits
- Flexible (home) working