We're hiring

Unity Application Developer

Cracow

your MUST have:

- bachelor's degree in interactive media, software development, computer science, or similar/equivalent experience
- 3+ years extensive experience working with Unity 3D engine and have source code experience
- at least 3 years of full time C# programming experience
- experience with native plugin development for Unity
- full knowledge of C# language and .NET standards for C# code
- basic understanding of software design patterns
- experience with VR, AR, or MR/XR development
- experience with performance optimization in Unity
- experience with Git
- experience working in engineering teams in an agile and dynamic environment
- extensive experience working with developer tools like emulators, debuggers, profilers etc.
- strong functional and automated testing, test strategy and planning and development experience
- experience with mobile software development a plus
- experience building Game Engines is nice to have
- C#/C++ coding knowledge to talk to middleware/SDK API
- experience working in an Agile/Scrum environment\\

You might also have:

- Unity Shader scripting ability e.g. shaders to help with achieving UI blur effects
- multi-platform development experience

your responsibilities:

- collaborate with the design team to build innovative solutions to improve user experience
- architect and implement UI features in the product
- develop and integrate new features into the UI
- optimize UI for better device performance

We offer:

- stable employment (full-time)
- flexible working hours
- remote working (occasional/optional)
- development and training opportunities
- ability to implement own ideas and solutions
- great atmosphere
- friendly and supportive company culture
- being part of a highly motivated, international team and working with the newest HAPTIC technologies

Application: contact@haptology.com

Let's go beyond vision. Haptology solutions will deepen the experience of spontaneous interaction with the machine, eliminating distance and other limitations related to the mechanics of physical, visual or voice interfaces. We create a new physicality, this time virtual, expanding the spectrum of interactive sensations with a tactile dimension.

Our company (www.haptology.com) aims to redefine the way people understand digital content as something that can be touched and felt. Haptology uniqueness consists of double modality integration for Immersive Presense Interface; kinetic controller and tactile feedback. These two components allow user not only to interact with digital (graphical) content in natural and seamless way, but create touch sensations, that no existing controller, whether miniaturised, hand sized either fitted to fingertip, provided till now.

www.haptology.com

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