



your responsibilities

- developing VR/AR games
- working with an innovative user interaction and control solutions
- developing and implementation innovative solutions and standards
- cooperating with other team members
- freedom in choosing technology and tools

your profile

- knowledge of Unity 3D or other game engines
- developing 3D graphical user interfaces
- good skills in animation systems
- experience with the Leap Motion Controller / Gesture / Hand tracking
- commercial experience or hobby projects that you can show
- good math & algorithmic skills
- experience with developing mobile games or applications
- knowledge of GIT or other version control system

Application: contact@haptology.com

We're hiring
VR/AR Developer
Cracow

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.

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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