



Senior Unity Developer (VR)

WN Talents

Job Overview

Job Type:	Full Time
Location:	Remote work
Tagged as:	C#, Unity3D
Website:	https://talentsingames.com/

Description

WN Talents is looking for a **Unity Developer** with extensive experience in **Virtual Reality (VR)** for client.

Our client - a Cyprus-based company that creates mobile applications that are used by millions of users around the world. The company creates games in the genre of casual and hyper casual games.

Responsibilities:

- Lead the design, development, and optimization of VR applications using Unity3D and C#
- Collaborate with cross-functional teams, including artists, designers, and developers, to create compelling VR content
- Design and implement intuitive user interactions and physics-based systems for immersive experiences
- Integrate VR hardware (e.g., Oculus, HTC Vive, Pico, or other platforms) and ensure compatibility across devices
- Optimize performance for smooth, high-quality VR experiences, focusing on frame rates and user immersion
- Debug, troubleshoot, and resolve technical challenges throughout the development lifecycle
- Stay updated on the latest VR technologies, tools, and industry best practices to enhance project outcomes
- Document code, workflows, and processes to support maintainability and scalability

Requirements:

- Solid experience in Unity3D development, with at least **3 years dedicated to VR projects**

- Strong proficiency in **Unity 3D, C#, and VR development workflows**
- In-depth knowledge of VR platforms like Oculus, HTC Vive, or other similar systems
- Experience with 3D math, physics, and rendering pipelines
- Familiarity with VR-specific optimization techniques and interaction models
- Proficiency with APIs and SDKs relevant to VR hardware (e.g., OpenXR, Oculus SDK, or SteamVR)
- Experience with version control systems (e.g., Git)
- Proven ability to design and deliver high-quality VR applications from concept to deployment
- Experience with AR/VR frameworks like VRTK or MRTK would be a plus
- Strong problem-solving and analytical skills
- Ability to work collaboratively in a fast-paced, team-oriented environment
- Excellent communication and leadership skills to coordinate with diverse teams
- Knowledge of UX/UI best practices in VR environments
- **Conversational knowledge of English**
- **Willingness to complete a test task**

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