

## Android VR Developer (W/M/D)

Our team at Spherie develops outstanding and award-winning XR Experiences, Apps, novel storytelling formats and digital experiences - together with the most innovative people from the digital world.

For our clients, we use innovative, cutting-edge technologies, design exciting campaigns, build prototypes and implement them in a user-friendly and intuitive way. We are a young dynamic team that never stands still and constantly has its finger on the pulse. Freedom promotes creativity! Flat hierarchies and personal responsibility help to generate the greatest amount of new ideas and productivity.

We are looking for energetic and passionate talents and team players. You are a team player & communicative person, you enjoy creative and digital work, you have good Unreal Engine 4 or Unity knowledge and you bring joy of playing and new ideas? Apply now:

We are looking for an "Android VR Developer\* (W/M/D)" to support our Interactive Department on a project basis.

### **Job description:**

- Android Development for VR (Oculus Quest 2) for the project Skytrip360 / VLYR in close collaboration with 3D Artists and other developers in a team structure.
- Integration of current software features for Oculus Quest 2 (hand tracking etc).
- VR multiplayer development on Android (Oculus Quest 2)
- Taking responsibility and meeting deadlines.
- Working with common real-time platforms such as Unreal or Unity and the corresponding programming languages (e.g. C#, C++ and Blueprint UE4).
- Debugging and documenting all aspects of the development process.
- Effort estimation of features in the scope of the project.
- Communication and collaboration between project planning and Interactive Department.

### **Requirements:**

- Minimum 4 years of programming and software development experience.
- Constant interest in the latest AR & VR technologies.
- Experience with multiplayer & Android development, for VR (Unity/Unreal mobile development).
- Experience with iterative processes, version control systems & prototyping.
- High level of personal responsibility.
- Working in a digitized work environment (Slack, G-Suite, Awork, Git..., etc.).
- Ability to manage multiple tasks in parallel.
- Meet deadlines in an agile environment.
- Fluency in written and spoken German and English.

- Excellent teamwork skills.
- Solution-oriented: Identify and name problems and propose solutions.

**Bonus Skills:**

- CSV Integration

**What you can expect:**

- **Remote Work** to a large extent possible - place of residence does not necessarily have to be the area of Hamburg.
- A highly motivated and friendly team
- A modern corporate culture and flat hierarchies.
- An exciting, autonomous job.
- The opportunity to actively contribute ideas and shape the future at a StartUp.
- A modern office in Hamburg's Speicherstadt.
- Home office and remote work as part of the company culture.
- Flexible working hours.
- Various team events
- Play time at the Virtual Reality Head Quarter Hamburg (VRHQ).

Send your application with a short letter of motivation, CV and, if applicable, relevant work samples/evidence to [hr@spherie.com](mailto:hr@spherie.com). If you have any questions, please contact Benedikt Meyer-Schwickerath [benedikt@spherie.com](mailto:benedikt@spherie.com).