

XR Developer

The XR Developer will join the Enduvo Engineering Team and take part in creating world class AR/VR capabilities for our training and educational platform. The XR Developer will work closely with the Lead Development Architect, Product Owner, development partners, instructional designers, and key stakeholders.

The XR Developer will support the development of Enduvo's AR/VR authoring platform and be challenged to build lasting, scalable solutions for our customers. They will be responsible for designing and implementing features for both web, desktop and mobile applications.

Primary Responsibilities:

- Develop optimized software systems for AR/VR training from concept through design, development, testing, deployment and maintenance across various platforms
- Write clear and performance-minded code and maintain technical design and software system documentation
- Analyze, improve and optimize systems and architecture
- Help to instill a culture of DevOps amongst our development; implement the Continuous Integration and Continuous Delivery (CI/CD) methodology across our team
- Work collaboratively with instructional designers/training teams/project managers and other roles on the team or with outsourced contractors to imagine, design and implement successful AR/VR training solutions
- Take ownership and work independently to prototype and implement features
- Ensure scalable AR/VR solutions that integrate with Enduvo's platform and desktop application
- Perform other duties as required or assigned

Skills and Qualifications:

- Bachelor's degree in Computer Science, Mathematics or related field
- 3 years of experience in software development
- 2+ years of development experience with Unity 3D
- Solid understanding of the Unity Engine, Editor and Services, including component scripting, shaders, performance profiling, networking, UI design, Unity Analytics, scene design, etc.
- Proficiency in C#, object-oriented programming, and data-oriented design
- Knowledge of and experience with ARKit and ARCore
- Experience in AR/VR development with strong project management skills
- Experience with data serialization and file I/O
- Experience communicating with web APIs using Unity Web Requests

- Experience with creating, accessing and modifying GameObjects and their components dynamically
- Understanding of 3D model data, texture maps, shaders and platform-based limitations for each
- Strong problem solving and analytical skills with working knowledge of software processes (development, configuration, testing and deployment)
- Familiarity with Agile software development methodology and project tracking tools such as Jira
- Solid understanding of Git version control
- Experience building VR applications for the Oculus, HTC and Microsoft platforms
- Good understanding of a production cycle with the ability to evaluate and raise the severity of issues as needed
- Strong verbal and written communication skills including good evaluative listening skills
- Ability to prioritize tasks and provide efficient time estimates
- Ability to manage multiple priorities, communicate status, escalate issues, adapt to daily challenges and meet deadlines
- Strong team player who maintains a professional attitude and endeavors to exceed expectations
- Reliable, autonomous and proactive with the ability to work on confidential projects in a trustworthy manner
- Experience collaborating with cross-functional and geographically diverse teams

Preferred Skills and Qualifications:

- Experience with multiple programming languages (C#/C++/Java/Python)
- Understanding of how to develop training software or serious games
- Secret Security Clearance
- Experience with OpenVR, SteamVR, and/or graphics APIs
- Experience in computer graphics topics such as rendering, computational geometry, mathematics, and 3D modelling
- Experience as an artist, level designer, producer, project lead, graphic designer, engineer, creative director, video game tester or animator
- Experience with UX/UI and usability testing
- Experience building and shipping a production game or similar product
- Experience developing VR, AR, Desktop (Mac or PC Gaming), iPhone, Android, or Facebook apps
- Experience developing and deploying Windows applications (enterprise applications are also a plus)
- Experience developing a networked multiplayer game
- Experience developing with Vive Input Utility and/or WebXR

Location: Chicago



This position is open to U.S. Workers Only. A U.S. Worker is someone who is either a U.S. Citizen, U.S. National, U.S. Lawful Permanent Resident, or a person granted Refugee or Asylum status by the U.S. Government. Enduvo will not sponsor a foreign national for this position.

Enduvo is an Equal Employment Opportunity and Affirmative Action employer. We value diversity and are committed to providing an environment of mutual respect. Qualified applicants will receive consideration for employment without regard to race, religion, color, national origin, age, sex (including pregnancy, childbirth, or related medical conditions), medical history or condition, gender identity and/or expression, sexual orientation, marital status, veteran status, status as an individual with a disability, or any other status protected under federal, state or local law.