SENIOR UNITY DEVELOPER

Position Summary:

The Senior Unity Developer will join the Enduvo Engineering team and take part in creating world class immersive capabilities for our traiing and educational platform. This person will work closely with the development team, product team, development partners, instructional designers and key stakeholders.

The Senior Unity Develper will support the development of Enduvo's immersive XR authoring platform and be challenged to build lasting, scalable solutions for our customers. They will be responsible for overseeing, designing, and implementing features for both web, desktop and mobile applications.

You Take Ownerhip of:

- Developig optimized software systems for AR/VR training, from concept through design, development, testing, deployment and maintenance across various platforms
- Writing clear and performance-minded code and maintaining technical design and software system documentation
- Analyzing, improving and optimizing systems and architecture
- Instilling a culture of DevOps amongst our development team; implementing the Continuous Integration and Continuous Delivery (CI/CD) methodology across our team
- Working 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
- Taking ownership[of and working independently to prototype and implement features
- Ensuring scalable AR/VR solutions that integrate with Enduvo's platform and desktop application

Your Skills and Qualifications:

- Bachelor's degree in Computer Science, Mathematics or related field
- 5 - 7 years of experience in software development
- 5+ years of development experience with Unity 3D
- Proficiency with the Unity Engine, Editor and Services, including component scripting, shaders, performance profiling, networking, UI design, Unity Analytics, scene design, etc.
- Proficiency with multiple programming languages (C#/C++/Java/Python)
- Proficiency in object-oriented programming and data-oriented design
- Proficiency with AR/VR development with strong project management skills
- Proficiency with ARKit and ARCore
- Experience with data serialization and file I/O
- Proficiency communicating with web APIs using Unity Web Requests
- Proficiency creating, accessing and modifying GameObjects and their components dynamically
- Experience with and a solid understanding of 3D model data, texture maps, shaders and platform-based limitations for each
- Experience developing VR, AR, Desktop (Mac or PC Gaming), iPhone, Android, or Facebook apps

Enduvo is a powerfully simple, immersive, content authoring and delivery platform for training healthcare, mechanical, and technical industries. We remove the complexity, inflexibility, and high cost associated with creating VR/AR content. Experts easily produce learning experiences allowing learners to master topics in one-on-one real-world like 3D immersive environments. With Enduvo, experts and learners are more engaged, retain more information, and are better prepared for the work they do. If you're looking to work with a team who is passionate about empowering everyone to create and share meaningful experiences that enrich people's lives, send an email with your resume to work@enduvo.com.