

Joboffer dated from 04/25/2019

VR Studio & Entertainment Center is looking for a
C# & C++ developer for VR Content (m/w/x) (full
or part time, from now on)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	10179 Berlin
Country:	Germany

Company data

Company:	EXIT Adventures GmbH
Street adress:	Klosterstr. 62
Zip Code / Place:	10179 Berlin



Contact Person

Name:	Kristof Diehl
Position:	
Street adress:	Klosterstr. 62
Zip Code / Place:	10179 Berlin
E-mail:	jobs@exit-vr.de

Job description

VR Studio & Entertainment Center is looking for a C# & C++ developer for VR Content

(m/w/x) (full or part time, from now on)

☐

About us

☐ We are Exit Adventures, an owner-managed studio for virtual reality content in Berlin. Since 2016, we develop, operate and distribute multiple award-winning location-based multiplayer VR games. In addition to our studio in Berlin - Mitte, we look after an 800 square meter entertainment center with various game concepts.

Games-Career.com is a service provided by:

To bring our innovative concepts to players around the world, we have developed a licensing system and have contracted over 25 locations on 4 continents after just one year. We are looking for a C # & C ++ developer for the extension of our VR content.

☐

Your tasks:

- Software development in C # and C ++
- Development of VR games, applications and plugins in Unity with C # and Unreal with C ++
- Write clean, clear, understandably documented and performance-optimized code
- Writing documentation for using the scripts / modules in Unity & Unreal
- General suggestions for improving the product (software architecture, interactivity, etc.)
- Systematically testing the development in collaboration with the team and establishing guidelines for testing

☐

Your qualification:

- BSc or MSc in Computer Science or similar education or more than 3 years of work experience in a related field
- In-depth experience with C #, C ++, Unity and Unreal
- Responsible work incl. Compliance with deadlines
- Teamwork in a dynamic environment with flat hierarchies

☐

Your extended profile:

- Experience with volumetric video and/or photogrammetry
- Experience with CUDA/OpenCL
- Experience with multi-threading and/or cluster-computing
- Experience in Virtual Reality and especially the HTC Vive
- Experience in the games industry
- Experience with Version Control Tools like Git or SVN
- Experience with Scrum or Kanban
- Proficiency in German is welcome but not required

☐

What we offer:

- Working on a wide spectrum of tasks ranging from cutting-edge research to game development
- Having fun as part of a passionate team ☐
- Being in the middle of Berlin
- Shaping the future of virtual reality

Games-Career.com is a service provided by:

We look forward to receiving your CV, credentials, your salary requirements and two or three sentences why you want to be part of our team.

Games-Career.com is a service provided by:



Quinke Networks GmbH
Bei den Mühlen 70
20457 Hamburg / Germany