



Institute for Data Science and Computing

University of Miami

Unity VR/AR Developer

Vacancies: 3 positions

Job Description:

University of Miami's Institute for Data Science and Computing is looking for application developers to create AR and VR experiences for medical, engineering or training use cases using Unity Engine. As a developer, you will be responsible for planning and implementing app functionality, building the code, identifying bottlenecks, and ensuring the quality of the finished product.

Role requirements:

- Writing well-documented, reusable code in C#, or other languages, as necessary.
- Well familiar with Unity Game Engine.
- Familiarity with standard AR and VR hardware, software, best practices, and design patterns.
- Keeping up with the latest trends and advancements in augmented and virtual reality.
- Be able to quickly understand SDKs provided by hardware providers.

Skills:

- C# programming language
- Experience in Unity Game Engine.
- Good to have: Experience developing for Oculus, Microsoft HoloLens platforms

How to apply:

Send your updated CV & portfolio to Manouj Kumar mxg1610@miami.edu and feel free to ask any questions.