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## Mechdyne Corporation

Marshalltown, Iowa - United States

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## VR Engineer

### Description

Are you excited by the enormous potential of advanced visualization (including virtual reality) to change the future? Do you have a passion for hands on integration of hardware and software (including game engines) to solve problems? If so, then we may be a great match, as Mechdyne has designed, integrated, delivered and supported more cutting edge visualization solutions than any other company on the planet over the last twenty years.

We are seeking a full-time engineer to provide on-site support of a CAVE2? hybrid reality environment located at a client facility in Arlington, VA. The CAVE2? combines the benefits of high resolution display walls with a groundbreaking, second-generation virtual reality system to create a near-seamless, 320-degree, panoramic 2D/3D environment.

#### Responsibilities:

- Manage the daily operation of the system, including hands-on assistance with meetings and scheduling of events
- Ensure the system is 100% functional at all times, including preventative maintenance and troubleshooting of hardware and software components as needed
- Assist with creation of content in support of meetings and presentations
- Assist with integration of client?s content into the system which may require familiarity with third party software packages including virtual reality
- Provide on-site training to users and visitors on the capabilities of the system
- Work as a member of the client?s team and demonstrate unwavering attention to their success

#### Qualification:

- Bachelor?s degree in CS, IT, Engineering
- An organized and methodical approach to problem solving with clear and accurate documentation of results
- A positive attitude and a willingness to proactively engage with clients and teammates
- Experience with large VR multiwall systems is highly desired
- Experience with the Unity game engine or graphics design tools is highly desired
- Experience with NVIDIA graphics cards running in a cluster configuration across multiple computers is highly desired
- Applicant must be a U.S. citizen and successfully pass background checks as required by client for on-site badging

Mechdyne offers an exciting work environment that is continually evolving, with competitive salaries, and a generous benefits package, including performance incentives, and profit sharing. Our selection process includes a credit and background check, personality and aptitude assessment, and pre-employment drug testing to help ensure top candidates are added to our team.

Mechdyne is an Equal Opportunity/Affirmative Action Employer. All qualified applicants will receive consideration for employment without regard to sex, race, color, religion, national origin, age, marital status, political affiliation, sexual orientation, gender identity, genetic information, disability, or protected veteran status. We are committed to providing a workplace free of any discrimination or harassment. Mechdyne will only employ those who are legally authorized to work in the United States. This is not a position for which non-US work visa sponsorship will be provided.

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**Primary Job Duty:** Testing / QA / Debugging

**Secondary Job Duties:** UI / Front End / HUD

**Primary Software:** Unity 3D

**Secondary Software:** C, Visual C++, Unreal

**Other Software:** Visual Studio, Java, 3D Studio Max

**Salary:** DOE

**Relocation:** Yes

