

Engineer position in Product Management / Unity3D Development

UVR (United Visual Researchers) is a company that developed a cutting-edge optical simulation software, offering physics-based rendering integrated with virtual reality.

<https://www.united-vr.com/>

We are currently looking for a candidate to work on the **integration of our rendering software (Predict Engine) in Unity3D and other platforms**. The collaboration involves, among others :

- **Design and implementation of the product strategy for our software suite Predict**
- **Integration of the rendering software Predict Engine in Unity3D (development of a new plugin using the latest Predict Engine API)**
- **Technical support for industrial users**

Required qualifications :

- Master's degree or PhD in computer science, optics, or computer engineering/related fields,
- Strong knowledge in software development, especially in C# for Unity3D. Knowledge of C++ or Python is a plus,
- Knowledge in physics, optics and/or 3D rendering and simulation,
- Experience with Unity3D and C# development.

The offer is available here : <https://uvr.welcomekit.co/>

Please apply there or ask for more details at contact@united-vr.com