

Designation - AR/ VR and Unity 3D Developer

Required Exp. - 2-5 Yrs

Desired Profile -

- ✓ Expertise of building AR and VR applications for standalone and mobile platforms,
- ✓ Excellent knowledge of developing apps using AR and VR glasses and wearable.
- ✓ Working knowledge of Vuforia SDK.
- ✓ Experience with Unity3D, object oriented languages or Unity scripting for game development or app development.
- ✓ Strong understanding about Unity 3D classes and their usage. Strong understanding of Rigid body dynamics
- ✓ Integrating resources such as 3D models, animations, interfaces, visual effects and audio files
- ✓ Understanding about Lighting. Material Mapping. Understanding the limitations and write program based on the end user requirements.
- ✓ Experience with programming languages including but not limited to: Java, C/C++, C#, Python, JavaScript.
- ✓ Strong competencies in data structures, algorithms and software design optimized for embedded systems.
- ✓ Understand core functions of project development and R&D
- ✓ Experience with Unreal Engine a plus

Tools Knowledge -

Photoshop, GIMP, GUI design, Unity3d, Vuforia, 3D Assets (3D modeling, texturing, or animation), 3D Graphics, such as: DirectX, OpenGL, WebGL, Java3D and Hoops3D, Shader blend modes (additive, lighten, overlay, multiply), OpenGL, H264 Video codec