Position Available: Immersive World Developer

Job Description:
Looking for an experienced game developer for building immersive worlds using the Unity 3D game engine. Immersive worlds will utilize drone imagery, LIDAR scans and other digital reconstructions and models for data visualization and augmented reality projects, including interactive virtual historical records, immersive world recreations and halographic computing. Developers will work across disciplines, engaging with visualizing archeology and anthropology to environmental analysis and research, while using cutting edge equipment such as Microsoft Hololens, Oculus Rift and Google Cardboard.

Animator Duties
- Coordinate with Project Lead 1x a week
- Development of immersive world environments for visualization
- Development of User Interfaces and World Logic
- Integrate digital assets
- Develop for display in immersive smart displays, Microsoft Hololens, Oculus Rift, etc
- Occasional field work to historical or environmental sites

Qualifications
- UC Merced Student
- A demonstrated passion for creative arts and engineering
- An energetic self-starter with the ability to adapt quickly and readily learn new skills
- Confidence to work independently, and as a team, and show consistent initiative is a must
- Able to identify when a change is required, and take the initiative to implement or recommend the change appropriately
- A creative arts portfolio is required
- Experience with 3D animation programs (Recommend Blender)
- Experience with creation of digital assets
- Experience with Unity 3D required
- Experience with Oculus Rift recommended

Submit Cover Letter and Resume to Brandon Stark, bstark2@ucmerced.edu

Application Deadline: September 18th, 2015