

# Vacancy: Software Engineer - User Experience/Design Engineer

## Role Description

### Date

15<sup>th</sup> September 2017

### Job Description

Virtual Arts Ltd is a virtual reality and augmented reality studio focused on games and experiences for mobile. We are developing our technology from scratch and we are hiring experienced programmers that can cover different areas of software development.

This role is for a User Experience/Design Engineer who wishes to be part of a dynamic team of Senior and Junior Programmers. You will drive the team to achieve high visual quality, performance and reliability.

### What you will be doing:

- Implementation of the game menu designs, related overlays for in-game presentation, UI features & flow
- Implementation of meta-game/animation logic systems
- Integration of content into the front end of games and animations
- Developing tools, features and pipelines for the front-end logic and screens
- Determine efficient graphic and code representation of UI designs with the engineering and content teams
- Ensuring first party compliance & compliant messaging for systems in the front-end
- Developing new technologies for virtual reality and augmented reality (engine, tools, libraries).
- Software architecture for components of the UI targeting very low level (close to the hardware).
- Research new technologies and push the limits of the hardware and Virtual Reality techniques.
- Learn about techniques and technologies and implement them in an efficient way.
- Performance analysis and optimizations (both on PC and mobile).
- Contribute to our regular planning and roadmap.
- Work closely with a team of professional artists that produce content for our games, experiences and demos.
- Test internal code and products
- Support marketing efforts (e.g. social media and blogs)

We have also open positions for 3D and VR graphics experts and a Technical Artist.

### Skills & Requirements

- Professional experience with C/C++ and other languages like C# or Java
- The ability to help drive change, be innovative and mentor more junior engineers
- Knowledge about high performance software

- Team oriented with a hands-on approach
- Code optimization/runtime analysis (on mobile devices is a plus)

We promote learning and expansion, depending on desire and ability you might be asked to contribute in the following areas:

- JavaScript, HTML5, CSS, D3, Git, Data Analysis, Visualisation, RDF
- JQuery, Sencha Ext JS or React JS or Angular JS
- SaaS, Bootstrap, and other CSS frameworks
- Testing frameworks like Karma, Jasmine, Protractor
- Build tools like Sencha Cmd, Grunt, Gulp, NPM, Bower
- Scaleform
- Working knowledge of design solutions for 3D interfaces
- Git / BitBucket
- Rendering APIs like OpenGL, DirectX, Vulkan, Metal
- Android native development
- Game development
- Tools development

## Location

We are headquartered in Cambridge (UK) but will consider remote working for the right candidate.

If working remotely, candidates must be prepared to travel to Cambridge approximately twice per month for the first 6 months.

Overseas candidates will also be considered.

## Remuneration

Competitive salary, benefits package and equity.