

Graphics Programmer

Location: Cambridge, UK

Virtual Arts is an Augmented, Virtual and Mixed Reality Tech and Content Company Focused on Games, Animations and Experiences for Mobile Devices.

Experienced and Junior Programmers welcome

You'll be part of a growing team building exciting new tech for AR, VR and MR and help define the next generation of content-creation applications. Skills and ideas valued higher than experience. Self-motivation and a desire to tackle challenges with a positive can-do attitude are key. An exciting adventure awaits with opportunities for personal development and career progression.

A day in the life

Work alongside the team creating a tool suite from scratch to enable content developers to design and develop a wide range of products for AR, VR and MR.

Help drive all areas of graphics development to achieve high visual quality, performance and reliability on mobile devices.

Work closely with game, content and tech veterans to deliver highly optimized code and advanced graphics solutions built on years of experience from the team.

Contribute to daily scrum; share, collaborate and discuss challenges in an open and friendly environment.

Skills you have

- C/C++ and/or C#
- Strong 3D mathematics knowledge
- 3D graphics programming (OpenGL, DirectX, Vulkan, Metal, etc.)
- Knowledge of game engines (Unity, Unreal, etc.)
- Performance analysis and optimization (on mobile is a plus)
- Multi-threading

Skills you might have

- Game development
- Mobile development, e.g. Android, iOS
- Tools development
- High performance networking
- SIMD

Package

We offer competitive salaries, a complete benefit package and equity so you can share in the reward of a growing company.

If you're excited about the future of AR, VR and MR tech and content or know someone who is drop us an email jobs@virtualarts.co.uk and let's have a chat.