Lead AR/VR Developer

**Job Description**

We are looking for a Lead AR/VR Developer [Enter minimum experience] responsible for the development and maintenance of applications aimed at a vast number of diverse Android & iOS devices. You will be working alongside other engineers and developers on different infrastructure layers. Therefore, commitment to collaborative problem-solving, sophisticated design, and creating quality products is essential.

**Responsibilities**

* Prototype and build next-generation AR/VR products in Unity/Android/iOS
* Build and optimize with the latest mixed reality solutions (HoloLens, Rift, Pico, HTC Vive, Meta, ARkit)
* Collaborate with team to recommend best practices for assets, pipeline, and development
* Identify and correct bottlenecks and fix bugs
* Help maintain code quality, organization, and automatization
* Contribute ideas and improvements to project designs, pipelines, and tools
* Participate in creative brainstorming sessions to develop innovative VR/AR/MR experiences
* Provide advice and expertise to create efficient production workflows
* Stay current with trends in the industry and identify technical innovations
* Take ownership of project needs and communication
* Work with a cross-functional team while ensuring that assigned projects are being completed promptly
* Writing clean, well-documented, testable code
* Other responsibilities and projects as assigned

**Skills**

* Proven technical leadership experience in shipping a creative project
* Excellent programming skills and knowledge of C++
* Proficient in mathematics for real-time 3D applications (linear algebra)
* Understanding of GPU hardware architecture and how that affects solutions
* Strong knowledge of AR/VR/MR development tools
* Experience working with 3D rendering engines (e.g. Unity 3D, Unreal Engine, CryEngine)
* Experience with Hololens, HTC Vive, Pico, Oculus, Google Cardboard and other leading AR/VR platforms
* Experience with at least one GPU-backed graphics library (Vulkan, OpenGL, Direct3D, Mantle, Metal, etc.)
* Experience with object recognition, acquisition, tracking, and rendering
* Experience developing, debugging, and optimizing software on at least one desktop platform (Windows, MacOS, Linux) and at least one mobile platform (Android, iOS)
* Experience writing optimized code using, e.g., profiling tools, assembly, SIMD, compute, etc
* Experience writing software at all levels of the stack, from the application UI down to the low-level systems software
* Knowledge of mobile development & deployment (iOS, Android, Web)
* Knowledge of the open-source ecosystem and the libraries available for everyday tasks
* Ability to understand business requirements and translate them into technical requirements
* Familiarity with cloud message APIs and push notifications
* A knack for benchmarking and optimization
* Proficient understanding of code versioning tools, such as Git or Subversion
* Familiarity with continuous integration
* Strong knowledge of OOP, design patterns, and data structures
* Strong organizational and problem-solving skills with great attention to detail
* Excellent communication skills
* General familiarity with industry-standard 3D graphics software such as SolidWorks would be a plus
* Experience in AI/ML would be a plus
* Bachelor's Degree in Computer Science or Equivalent
* [Enter number of years of experience] Years of professional VR/VR/MR application development experience

**Location**: [Enter location]

Company Introduction:

[Enter company details]