

# UNITY DEVELOPER

## for interactive installations

<b>Activities:</b>	Game development for Interactive Installations
<b>Contract:</b>	Freelance, Full Time or Part-Time
<b>Date:</b>	ASAP
<b>Location:</b>	Marchtrenk or Vienna, Austria
<b>Salary:</b>	Salary and package to be agreed based on qualifications and experience
<b>Contact:</b>	Martin Kienmeyer - m.kienmeyer@attraktion.com

**At ATTRAKTION! we create exceptional media-based experience products such as 4D Movies, Interactive Games, Service-Robots and other Media Exhibits.**

Tags: Unity, Game Design, Programming, C#, Animation, Graphic Design, Maya

To expand our Interactives Department, we are looking for a talented Game Developer (Full-Time or Part-Time) to help us create engaging Games and Interactive Experiences.

You will collaborate on a large range of projects from Touch-Screen Applications for special venues and museums, to experimental Projection and Body-Tracking Installations.

You will work from our Division in Austria and create amazing experiences for high-profile clients around the world.

You should be motivated by new challenges, with a good understanding of Game-Design, Programming and be able to communicate with external artists or create Graphics Assets on your own.

### REQUIRED SKILLS

- Unity 3D
- C# Programming (Intermediate)
- Game Design
- Good eye for aesthetics
- English speaker
- Ability to work independently

### BONUS SKILLS

- Work Experience in VR
- Projection-mapping
- Skeleton-Tracking (like Kinect)
- 3D Modeling
- Animation Skills (2D & 3D)
- Adobe Suite
- Autodesk Maya