

Senior and Junior xR Developer

For our client in Vlissingen we are hiring a **Senior and Junior xR Developer**.

Job description

We are seeking a Senior and a Junior xR Developer to join a dynamic and talented team dedicated to developing cutting-edge immersive Virtual Reality (VR) training solutions for the naval sector. Using your expertise in Unity and programming, you will contribute to the creation of realistic simulations and interactive training environments that support the professional development of naval personnel.

As a Senior and Junior xR Developer, you will work in an Agile Scrum environment, collaborating closely with developers, artists, and solution architects to design, build, and enhance innovative VR solutions. This is a great opportunity to grow as a developer while contributing to impactful and essential training programs.

If you're passionate about xR technology, teamwork, and innovation, we'd love to have you on board!

Key Responsibilities:

- ✓ Collaborating with developers, subject matter experts, solution architects, and xR artists to create immersive environments and serious games for training and enhancing virtual naval capabilities.
- ✓ Translating functional requirements into well-tested, maintainable, and extendable code for both game engine environments and in-house tools.
- ✓ Delivering high-quality code increments within agreed schedules, quality standards, and cost parameters.
- ✓ Ensuring compliance with applicable requirements and specifications.
- ✓ Contributing to process improvements and fostering knowledge sharing within the team.

Your qualifications

- ✓ Bachelor's degree in software development, preferably game development, with demonstrable experience.
- ✓ Proficiency in C# programming, Unity Engine, and xR development, especially with a focus on VR applications.
- ✓ Familiarity with data structures, algorithms, object-oriented design, and design patterns.
- ✓ Experience with Python, Blender API, and relational databases is a plus.
- ✓ Strong command of English, both written and verbal. Proficiency in Dutch and/or German is an advantage.
- ✓ Competencies: customer-focused, quality- and results-oriented, creative, flexible, self-organized, with strong teamwork skills.

Additional Information:

- ✓ Excellent references will be required as part of the pre-assignment security screening.

- ✓ Permanent EU citizenship and passport are required for this position due to the nature of the projects. Candidates holding an EU (work) visa or both an EU and non-EU nationality and/or passport are not eligible.

What we offer

[What do we Offer.](#)

Reference: 3363

Projectphase: Engineering

Discipline: Software Development, User Interface Design

Position: Developer

Function level: Medior, Junior

Region: (NL) Zeeland

Education: Master, Bachelor

Experience: 0-3 years, 3-8 years, 8-15 years

Type of contract: Intentional

Posted at: 23-12-2024

Advisor: Vincent ten Have

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