Your Job:

You like to design and create user interfaces/experiences for immersive mobile AR and VR apps as well as web? Then Mapstar is the right place for you and your creativity to create the world of tomorrow.

- You can take the lead in cutting edge technology and design UI/UX for our AR/VR and web applications with a young, agile and passionate development team
- Form the future user interaction and design of AR/VR apps with 2D and 3D graphics tools and the Unity3D real-time engine
- User interface and user experience design for our mobile and web applications
- Responsible for re-design the look and feel of the application
- Generation of vector and raster graphics

Your Know-how:

- Here you can bring in all your strengths and create something new every day! For this we are looking for independent team players who take responsibility, think outside the box and for whom no challenge seems impossible.
- Experience in designing 2D/3D user interfaces
- Design for mobile AR, web and VR applications
- Experience with graphics tools, e.g. GIMP, Photoshop, Illustrator or similar
- Experience in Unity3D UI system
- Experience with creating shaders, materials and animation
- Knowledge of different file formats for 3D data, e.g. PLY, OBJ, FBX, GLTF2/GLB, USD, Alembic etc. is a plus
- B.A./M.A. in Graphics Design, 2D/3D Art or similar areas

Your Benefits:

- Become part of a team full of energy and the spirit to break existing rules and make really new things possible
- Bring in your ideas and abilities, take responsibility early and grow together with us. We have big goal
- Flexible workplace - adapted to your needs
- Flexible organization of your working hours
- Regular team events
- Exciting environment in a fast-growing startup
- Lots of creative freedom
- Direct and open feedback to learn quickly and develop yourself

Join us now!

team@mapstar.io