Your Job:
You like to develop with state-of-the-art tools and technology as well as enable incredible user experiences in VR? Then Mapstar is the right place for you.

- You take the lead in cutting edge VR technology and develop and integrate new features in a young, agile and passionate development team
- With Unity3D you are developing, integrating and deploying our VR application worldwide
- Integration with Mapstar AR cloud
- You are responsible for development of new features, extending existing features and prefabs
- Close cooperation with AR/Game developers and designers

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 with Unity3D, EditorXR or Tiltbrush SDK
- Experience with VR Guidelines
- Experience with HMDs, e.g. HTC Vive, Oculus Rift/Quest
- Experience with SteamVR, Oculus SDK, VIVEPORT SDK
- Experience with VR drawing tools, e.g. Tiltbrush
- Unity UI system
- C#, .NET3/4+, GIT/SVN, object-oriented programming, other programming languages are a plus
- B.Sc./M.Sc. in Computer Science or Game Development

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 goals
- 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