

Hiring for game development in VR

A Master thesis/Hiwi opportunity to support the research team at KlaesLab(klaeslab.de) with the VR games development and maintenance.

Your tasks:

- Game development and maintenance(in Unity)
- Extending the game to other platforms(e.g., Steam)
- Data collection for ongoing experiments

Your profile:

- Proficient in programming(C# an advantage)
- Some experience with game development in Unity

We offer:

- Challenging and varied tasks
- Flexible working hours
- Possibility of pursuing a PhD



Contact:

namitmishra50@gmail.com