

# UNITY DEVELOPER POSITION

The [German Center for Neurodegenerative Diseases \(DZNE\)](#) is a unique non-university research center dedicated to the subject of dementia and all its facets, as well as other neurodegenerative diseases. The DZNE stands for excellence in research and science management, translation of scientific results into practice, interdisciplinarity and internationalization. With over 1000 employees from 60 nations, spread over 10 sites in Germany, the DZNE is one of the leading research centers in the field.

## What we are looking for:

Position: **Lead Unity Developer (VR)**

Start date: 1st July 2020

Location: German Center for Neurodegenerative Diseases, Magdeburg

## Who we are and what we do:

Products: Cognitive Neuroscience research on aging and dementia ([www.wolberslab.net](http://www.wolberslab.net))

Team: Aging and Cognition Research Group: Interdisciplinary research team including cognitive scientists, psychologists, biologists and physicists

Industry: Healthcare Research

## What your role would look like:

### Tasks:

- Implement VR based 3D scientific experiments with Unity3D engine
- Be responsible for the complete Software Development Process (virtual environment design, C# development, software testing, roll-out)
- Explore with scientists the possibilities of the latest VR technologies (eye/motion tracking, measurement of biophysical markers etc.)
- Manage and communicate with other team members to establish effective pipeline and integrate media assets
- Design, build, and maintain efficient, reusable, and reliable code
- Ensure the best possible performance, quality, and responsiveness of applications
- Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems
- Help maintain code quality, organization, and automatization
- Collaborate with professional gaming studios to develop game-based interventions

### Skills:

- Excellent knowledge of Unity, including experience with scripting C# (and/or C++), textures, animation, GUI styles, and user session management
- Familiarity with level design and planning
- Experience with game physics and particle systems
- Strong understanding of object-oriented programming
- Ability to constantly learn and stay in touch with evolving game standards and development technologies
- Proficient knowledge of code versioning tools (Git, SVN)
- Experience with Blender and Python will be a plus
- Experience with 3D Modeling and Animation will be plus
- Experience with MySQL is a plus
- Experience in an academic research environment will be a plus
- Fluent in English (German is a plus)
- Reliability, flexibility, passion

**What we offer:**

In general: Join a dynamic research team on its way to understand and counteract cognitive decline in old age and dementia!  
Conditions: Full-time employment for 12 months, flexible working hours  
More info: [www.wolberslab.net](http://www.wolberslab.net)

The DZNE is an equal opportunity employer. It especially welcomes and encourages disabled individuals to apply.

If you have further questions about this position please email Asema Hassan (asema.hassan@dzne.de). To apply please submit a CV, a short statement of interest (max. 200 words), and – if applicable – your portfolio or previous projects. All documents should be written in English.

Please submit your application here: <https://jobs.dzne.de/en/jobs/40540/form>