

# pixelmolkerei ag

3d visualization vfx postproduction from switzerland

**pixelmolkerei** is one of the world's leading companies crafting highly realistic multi-sensorial applications and 3D visualizations. We cater to medical professionals' continuing education and provide specialized marketing content for the healthcare field. We are based in Chur, Switzerland and in Montréal, Canada (as **pixel dairy productions**).

We are looking for a **VR Unity Programmer** to join our R&D team to support a growing VR product line.

*\*\* This job requires very frequent alternation between real world and VR. Please do not apply if you are unable to sustain in-VR work for long periods of time. \*\**

## **Responsibilities:**

Program a data-driven VR simulation engine maintaining, extending and documenting core features.

Understand and replicate the mechanical workings of surgical tools.

Assist the production team, providing them with engineering support so they build stable, scalable healthcare immersive products.

Explain to non-programmers how to best accomplish their goals with the technology you support. Ease their workload as much as possible through automation, writing documentation, tools, etc.

Assist in refactoring the engine as new requirements appear.

Be transparent in your work; keep a work diary, discuss time estimates and trade-offs with the senior programmer (even if they turn out to be way off, that's okay), frequently submit your code for review. Stand ready to react at changing priorities i.e. putting earlier work on the ice to help with something else.

Gradually take ownership of code modules, and become the go-to person for them.

## **Job requirements:**

BSc degree in Computer Science, Engineering or equivalent.

3-4 years of professional experience with Unity writing tools, engine logic, networking code, or similar low-level code.

Shipped one commercial game title.

Demonstrable C# skills - you will be expected to produce code from personal/non-proprietary projects and discuss it during the interview.

Insane (as in, more than excellent) attention to detail and rigorous in self-testing code and delivering high-quality work.

Ability to see problems from different perspectives, and willingness to reach out to fellow developers rather than be stuck.

Working knowledge of git, branching and merging a Unity project.

Written English ability must be native or near native. Oral English level must be at least intermediate.

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## **Knowledge in the following are bonuses:**

Custom 3D art pipelines

Maya modeling

Strong 3D math and trigonometry skills

Mobile, game console experience

Python scripting

Writing custom shaders

Writing Unity native plugins

## **The skills you will learn with us:**

Crafting highly interactive software that fits the rigorous needs of the healthcare training sector.

Understanding trade-offs in simulation architecture.

Learning how to effectively encapsulate data and processes.

Future-proofing a VR product so it has a long "shelf life" with our customers.

Please send full application

(cover letter, resume, web-links etc.) to [jobs@pixeldairy.ca](mailto:jobs@pixeldairy.ca)