**Job Description**
At Stereosense we're building a technological platform that helps VR app developers monetize their mobile VR experiences. Help us create a mobile Unity plugin that can dynamically map video textures onto a sphere or designated 3D objects.

**Responsibilities**
- Design implementation approach to take product road map into account
- Communicate with other team members to establish pipeline and integrate media assets
- Give regular feedback to project lead as to implementation issues and possible improvements to game design
- Produce technical documentation
- Address bugs and other technical issues identified for subsequent release

**Skills & Experience**
- Must love to roll-up your sleeves and get dirty with Unity3D; integrating textures, meshes, adjusting lighting, setting camera angles, optimization, audio integration etc.
- Knowledge of Unity and C# scripting, textures, animation, GUI styles, user session management, etc.
- Some experience with version control software
- Ability to work independently, and in a team

**How to Apply**
Write a short motivation paragraph to vrcurious@stereosense.com and attach your current CV. We look for young, motivated and talented devs, so professional experience is not mandatory.