WE ARE LOOKING FOR TALENT

We are looking for passionate XR developers, who wants to create immersive experiences and virtual worlds.

Here at SQUAREBYTES you are creating the future of real estate walk throughs. You get access to the newest XR technologies and we offer you a space to learn and improve.

Join our team, be a part of our small family and let's change the world together, either online or offline.

(Full Time 38,5 h) Unreal Engine Developer (C++/Blueprints) in Vienna

Must-Have

- 3+ years experiences in Unreal Engine development C++ and Blueprints
- Experience in VR and AR development
- Experience in 3d real-time computer graphics
- Experience in working together with content creators

Nice-to-Have

- Familiarity with game development
- Familiarity with multiplayer 3d real-time applications
- Familiarity with SVN or Perforce
- Familiarity with 3d content creation tools (3DS Max, Maya, Blender)
- Familiarity with 2d content creation tools (Photoshop, Gimp)
- Familiarity with architectural visualization

Soft Skills

- Operational readiness, client focus and a high-quality awareness
- Analytical intellectual power and problem-solving skills
- self-reliant, structured and function with discernment
- team spirit and commitment
- Fluent in spoken and written English

What we offer:

- Future-oriented company
- Exciting remit with freedom for creation
- flat hierarchies with a high degree of personal responsibilities
- Pleasant working environment and open communication
- Working in the center of Vienna

Compensation starts at EUR 2.461 Brutto for 38,5 hours a week.(ST1, Einstiegstufe). Depending on your experience level and qualification there is chance of overpayment.

Send you application here:
office@squarebytes.at

More information about SQUAREBYTES can be found here:
www.squarebytes.at