

We are currently looking for a **junior VR/AR developer (FT)**

Do you love working with Unity? Did you experiment and build a few VR-experiences for desktop and mobile, and want to do more? Have you worked with video and VR? In that case, we'd love to see your work!

**Profile:**

- Experienced in VR-development in Unity; you've built your own experiences during your studies and/or in your own time and completed them into final playable builds.
- You have done this for GearVR, Oculus and/or Vive.
- Have worked with spatial audio in VR
- Educational at HBO/ Applied sciences level (Recently graduated/ graduating soon.)
- Interest and basic knowledge of Adobe Premiere and/or post-production software is a plus

**Characteristics:**

You are a creative person. A problem-solver. You have excellent time management skills and ability to manage multiple projects across multiple timelines. You are fluent in English, both written and verbal, you're a great communicator. You take initiative, can work independently, and pull your weight when working within a team.

If this is you, send your letter, CV, and links to worksamples to **jobs@WeMakeVR.com**.

**What you'll find at WeMakeVR:**

WeMakeVR has been creating Virtual Reality experiences since 2013, following the release of the first Oculus Rift prototype.

We continuously explore and develop the language of immersive experiences. We work in a space that has no rules or boundaries, other than your imagination. WeMakeVR has recently won multiple awards, most recently the VR-short 'Ashes to Ashes' won Gold at the Dutch VR awards and was nominated for a Dutch Academy Award; a 'Gouden Kalf', the highest film-honour in the Netherlands.

At WeMakeVR, you'll work with experienced, award-winning VR-makers who will challenge your ideas, skillset, and what you think you know about immersive experiences. And we are looking for you to challenge us. Do you have a passion for stories, crazy ideas, the skills to prototype them, and then build them into a mobile or desktop VR app? If this is you, then you'll fit right in.