ILLUSORR Jobs – Unreal Engine Developer

POSITION

Unreal Engine Developer

OVERVIEW

ILLUSORR is the world's first meta-architecture and technology company, creating for a design-oriented metaverse. Based in Canada, we are a small startup company with a global team of experts located in 8 different countries, across 4 continents, dedicated to executing the best quality projects. ILLUSORR has worked with clients from BMW to ABB, offering our services to brands that are interested in getting into the metaverse before it is too late. The metaverse will transform human civilization forever, and ILLUSORR is offering brands the opportunity to be early in this transition by building their own metaverse experience for their customers.

Join us in building for the design-oriented metaverse. An environment where design and human experience are the focus. We work with many different clients on commercial projects, like creating mini-metaverses, spaces, digital assets, and hosting events for them. We also engage with customers on some of the products and services we offer like selling NFTs, fun and interesting events, and educational platforms. We are looking for someone passionate and motivated to join the team and work with us in delivering these experiences at the highest level.

If you are driven, hardworking, future-thinking, and want to change the world then this is the place for you. You will join a team of likeminded individuals, from design and tech backgrounds, who equally want to revolutionise the future of humanity through this project. We work fast, we work hard, and we like to have fun while doing so, even remotely! We are still a relatively small team, but we are growing very fast, and would like people who bring new kinds of experience and skills to the table. We are on a road to changing the future of human society through design, if this sounds like a journey for you, hop onboard!

JOB DESCRIPTION

We are looking for an Unreal Engine Developer that can lead a team in UE4 or UE5 and C++. You should be able to design and optimize spaces, assets, and characters in Unreal Engine. You will work closely with the leadership, designers, and technical developers throughout process from specification to production. Optimize gameplay, CPU, GPU, and memory use, maintain engine code performance through testing and review, and ensure all project milestones are to company quality of and standards. You will be expected to create and maintain technical design and software system documentation for reference, maintenance, and upgrades, and also identify opportunities for improving and optimizing application workflow, and advice on latest software, cutting-edge technology and methodologies. Code client-server gameplay in Unreal Engine and C++ environments and configure framework for AWS gameplay servers. Integrate marketplace and cryptocurrency into gameplay and develop for PC, VR, AR, Console, Tablet, Mobile, and Web (Pixel Streaming/WebGPU/WebXR etc). Lastly, you will prepare to eventually manage/lead team of developers and designers, advise on new key hires, and perform other relevant tasks that may arise.

REQUIREMENTS

Minimum 3+ years programming experience in Unreal Engine

Experience in developing multiplayer games, virtual reality, bridges between cutting edge hardware through APIs

Proficient in C++ and Blueprints workflow, coding plugins for Unreal, and Unreal Build System

Comfortable with Unreal UI systems, gameplay, physics, shading languages, entire 3D rendering pipeline, game logic, optimization, networking (P2P, client/server, latency compensation etc)

Communicates and collaborates well with team, is flexibly in fast-paced workspace, and willing to give/take constructive feedback

Self-motivated and enthusiastic about learning new skills and exploring new domains

Great organizational skills to manage projects, workflow and deliverables, on multiple projects simultaneously

PLUS (NOT REQUIRED)

- Would be great if you have shipped VR project and/or shipped AAA game/s
- It's great to have someone with VR,AR, parallel programming, or geospatial
- Bachelors/Masters in Computer Science, Math related field, or equivalent
- Experience with MMO games, blockchain, NFTs, cryptocurrency
- Experience with asset management systems, asset bundles (DLCs etc)

REMOTE JOB

FULL TIME

TO APPLY

Please email info@illusorr.com with your CV, portfolio and cover letter explaining why you are the best candidate for the Unreal Engine Developer position.

We are looking for a highly skilled Unreal Engine developer to join the team who is great at communicating, collaboration, teamwork, and who is also self-motivated. This position is for a gaming, tech, and design enthusiast, and is full time, and fully remote (most of the team are remote).

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