

Multimedia Programmer

We are looking for a multimedia programmer to work with university teachers to develop and manage multimedia teaching solutions on multiple hardware platforms including Virtual Reality, Mixed Reality, Augmented Reality, and mobile.

Responsibilities

- Develop VR/AR teaching materials in tertiary education. These contents will utilize various platforms mainly based on the Unity framework
- Work closely with university teachers to create quality VR teaching materials
- Provide assistance to teachers to implement multimedia content into their courses
- Handle graphic design
- 360 VR shooting

Requirements:

- Diploma or Bachelor degree holder in computer science or equivalent disciplines
- 1+ year of experience developing VR applications for Oculus / HTC / VR Cave System;
- Experience creating and modifying 3D assets making them VR ready;
- Good design and layout skills;
- Experience creating 360 VR walkthroughs and custom VR applications;
- Familiar with programs such as 3Ds max/Fuzor/Escape/Unity3D/Unreal;
- Native programming in iOS/Android is a plus;
- Additional experience of creating augmented reality applications will be a plus;
- Server-side experience is a plus (e.g., HTML, PHP, NodeJS)

Salary will be commensurate with qualification and experience. Please send your CV to Hong Kong Shue Yan University at tschow@hksyu.edu (Contact person: Dr Jason CHOW) on or before 15th Dec 2020. Personal data collected will be used for recruitment purpose only.