

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. The appointee will work for a QESS (Quality Enhancement Support Scheme) project to produce online and blended learning courses that are enhanced by immersive technologies. The programmer will work in a team of six people including a VR graphic designer, project officers and research assistant.

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
- 360 VR shooting
- Able to work on a WordPress website using HTML and CSS. Experience with PHP is a plus.
- Able to use WordPress, Squarespace, Wix, or Jimdo for building a website

Requirements:

- Diploma or Bachelor degree holder in computer science or equivalent disciplines
- Experience creating and modifying 3D assets making them VR ready;
- 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;

Salary will be commensurate with qualification and experience. Please send your CV and a completed application form to the Hong Kong Shue Yan University at tschow@hksyu.edu (Contact person: Dr Jason CHOW) on or before 29th October 2021. Personal data collected will be used for recruitment purpose only.