

neomento is a spin-off project from the German Center of Neurodegenerative Diseases (DZNE). We develop innovative, research-backed virtual reality (VR) based solutions for psychotherapy. Our team in **Berlin** (partly remote work possible) is currently looking for a:

Unity Developer (f/m)

Your tasks:

- Creation of controllable virtual environments and scenarios based on therapeutical designs
- Implementation of UI for therapists and VR UX for patients
- Optimization of graphics for VR, in particular light and shading
- Development of algorithms and methods for application of real-time biometric data

Your ideal profile:

- Degree in computer science or related discipline
- Excellent knowledge of Unity3D and related programming languages (C#)
- Experience with 3D modelling and animation
- Basic knowledge of rendering techniques and shader programming (Cg)
- A track record of work on team projects, code versioning, unit testing
- Experience with VR/AR and related UI/UX design is a plus
- Experience with data visualization in Python (Matplotlib, Seaborn) is a plus
- Experience with optimization methods (linear optimization and/or gradient-descent optimization) is a plus
- Fluent in written and spoken English, highly motivated team worker

Why join us?

- Substantially contribute to innovative therapy software that is already used by clinics
- Become part of a motivated, fast-growing team with a strong track record
- Employment within a prestigious research institution
- Your work will directly benefit the well-being of patients
- Office in the heart of Berlin at the Charité campus next to the Berlin central station

Starting date: appr. 01.04.2019

Contract length: appr. 14 months, full-time contract
(possibility unlimited contract depending on further funding)

If you are interested, please send your portfolio and CV to career@neomento.de.