



## Unity Developer

**Job Type: Full-time**

ReadySet is a company on a mission to supply extraordinary technology that empowers our customers through accelerated retail innovation and success. We create software solutions through cloud-based web, VR, and emerging technologies. We are passionate about creating cutting edge Virtual Reality experiences and helping our customers find a better, faster way to design, test, and implement retail solutions.

### Responsibilities

The Unity Developer is responsible for creating and maintaining business to business virtual reality tools and applications for ReadySet customers. ReadySet specializes in the creation of virtual shopping experiences with integrated data collection and reporting. This is a hands-on role. You will work closely with an interdisciplinary team of professionals and play a key role in carrying product development through from conception to execution. You will also play a key role in improving existing applications, as well as brainstorming new functionality to help develop more robust features. Candidates must be able to adapt and extend their knowledge as new systems are introduced. They must also be able to work effectively at an individual level, as well as part of a team. Take a look at ReadySet at <https://readysetvr.com>

*A Unity Developer is expected to perform a variety of duties, including but not limited to:*

- Implement new features and functionality in the Unity based ReadySet application. The platform is centered around real time importation of environments and virtual products into the application with an emphasis on store fixtures functionality, product placement, navigation, shopping, eye tracking, and reporting.
- Ensure the best possible performance, quality, and responsiveness of the ReadySet Application.
- Develop and maintain additional tools and applications in accordance with ReadySet initiatives.
- Work with other team members to establish attainable goals and develop a plan to accomplish those goals in a timely fashion.
- Design, build, and maintain efficient, reusable, documented, and reliable code.
- Participate in group discussions sharing opinions on best practices and design strategies.
- Propose creative solutions to meet product goals.
- Collaborate with internal and remote teams to identify, produce, and deliver tasks in accordance with the planned release schedule.
- Stay up to date with current technologies and the changing technical landscape.
- Learn about new Unity features and determine their viability for enhancing current products.
- Participate in periodic code reviews.
- Provide technical support both remotely and onsite as needed.

### Qualifications

- Strong knowledge of Unity.
- Bachelor's degree or equivalent experience (minimum of 2 years professional software development experience working with Unity).
- Proficient with C# scripting.
- Have VR/AR development experience.
- Have Multiplayer development experience.
- Understand how to use a repository system and why it is important (Preferably Git).
- Understand optimization methods in Unity to improve performance.
- Ability to plan projects from a technical standpoint, identifying and designing development tasks based on industry standards.
- Excellent written and verbal communication skills.
- Strong knowledge of fundamental OOP concepts.
- Excellent problem-solving skills and the ability to multitask effectively.
- Are comfortable with writing documentation as needed.
- Has a positive attitude and an enthusiastic work ethic.
- Must be able to wear a VR Headset.
- Likes to have a significant impact on a project and see the results of their efforts.

### Bonus Points If you...

- Understand the limitations/differences between developing desktop/standalone applications and high-fidelity VR applications.
- Have Experience integrating Web Systems into Unity Applications.
- Have a good understanding of Unity Lighting.
- Have used Unity to develop a Tool or System not related to gaming.
- Are familiar with Unity Shaders.
- Have experience with code-based rendering/mesh manipulation.
- Have experience working in cross-disciplinary teams.
- Are familiar with the Agile environment.
- Like Pizza and Burritos!

## Next Steps to Apply

Send email introducing yourself, along with Resume or CV to ReadySet Human Resource Director, Carrie Mueller: [carriem@readysetvr.com](mailto:carriem@readysetvr.com)

### Applicants have rights under Federal Employment Laws

Family and Medical Leave Act (FMLA)- <https://www.dol.gov/whd/fmla/> Equal Employment Opportunity (EEO)- <https://www.eeoc.gov/employees/>

Employee Polygraph Protection Act (EPPA) - <https://www.dol.gov/whd/polygraph/>