

CHIEF PROJECT OFFICER FOR UNITY GAME (SEE SIMS VR/AR)

Who we are and what we do:

We, the international software company [Avataris](https://avataris.io) (<https://avataris.io>), are developing a game with Unity 3D, which, like "The Sims", focuses on interpersonal relationships, but at the same time uses maximum realism and state-of-the-art technologies. For example, the user experiences our game from the ego-perspective – optionally also in VR or AR – and controls virtual avatars that create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hair and VR hand interactions, etc.). As part of our team, you would work with cutting-edge technologies and Unity's state-of-the-art achievements to push the boundaries of realism and create a breathtakingly beautiful game with unique depth and gameplay concept. Our market potential is enormous given the thematic niche, which raises your chance of rapid advancement and salary increases. For the expansion of our remote team, we are looking for a Project Manager / Chief Project Officer (CPO).

Possible tasks (depending on your interest and suitability):

- Coordination of a team of English-speaking *remote* software developers
- Team communication and coordination, daily calls, sprint reviews, maybe Scrum Master role
- Control of progress, testing of work results, providing feedback and quality assurance
- Defining and testing work-flows, making sure everything is up and running
- Support with recruiting, calls with new applicants, evaluation of their test tasks and onboarding
- Time planning, task descriptions (ticket system) and definition of requirements
- Solving problems on a daily basis and motivating team members to bring best results

Your skills/experience:

Important:

- Passion for game development and experience in team leading and/or as Scrum Master
- Unity3D Game Engine (2019+) and C# (e.g., to estimate the workload of developers)
- Problem-solving oriented, proactive, self-organized, motivated and persistent
- Talent to motivate and manage others without constraint and have high expectations

- Strong communication skills with external team members
- Organizational talent, conscientiousness and high-quality awareness
- English (fluent, if possible, also "software English")

Advantageous:

- Experience with project management and in best case also with remote teams
- Experience with software architecture, 3D graphics, design and/or game concepts
- Startup mentality, high working motivation and ambitious goals to grow with us
- Not afraid to give negative feedback and persistent in demanding rule compliance

The advantages of our job offer:

- Leading position in a rapidly growing company with big goals
- Varied work with a lot of personal responsibility and decision participation
- Strong appreciation of your performance and great influence on product development
- Acquire highly sought-after skills and experience (focus on future technologies)
- Insights into state-of-the-art technologies and testing of state-of-the-art approaches
- We are a promising pioneer in gaming and avatar technologies
- Our high market potential allows rapid salary increases
- Flexible work hours and remote working (part-time work might be also possible)

Payment will depend on your qualifications, but we offer a salary that you will find enticing, as we think that a top team deserves a top salary. We also pay performance-based bonuses and try to meet all your expectations in order to create the ideal working conditions.

Contact us:

Avataris Recruitment Team
Email: job@avataris.io
Web: <https://avataris.io/>

Avataris GmbH
Lange Gasse 30
8010 Graz
Austria

Company Number: 518133k
VAT ID: ATU74763446

