

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

Who we are and what we do:

We, an international remote software company called [Avataris](https://www.avataris.io) (<https://www.avataris.io>), are developing a photorealistic metaverse using Unity game engine that serves as a life simulation, integrating our own unique AAA games and lifelike AI-powered digital humans. Our games are based on interpersonal relationships, realistic environments, and unique narrative-driven gameplays. Digital Humans are created with maximum realism in mind to create the perfect illusion both optically and functionally (e.g., using AI, speech recognition, complex personality, procedural animations, physical hairs, skin, cloths and muscles and VR hand and body interactions, etc.). As part of our team, you would work with cutting-edge technologies 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 an experienced Chief Technology Officer (CTO).

Possible tasks (depending on your interest and suitability):

- Development of the software architecture and the overall technical concept
- Integrating the developments of the individual developers into the main project
- Quality assurance and performance improvement of the code
- Supporting the programmers in difficult technical challenges
- Collaboration with management for the technical conception
- Responsibility for the technical design and organization
- Researching new technologies to ensure the use of the best external plugins
- Team leadership and daily communication with developers

Your skills/experience:

Important:

- At least 10 years of experience as software developer
- Previous experience as CTO (best within a start-up) or at least with leading a team
- Best experience with Unity3D (2019+) and C# - you should be an expert
- Experience with agile software development
- Strong passion for game development and newest technologies

- English (fluent, if possible, also "software English")
- Problem-solving oriented, proactive, and self-organized
- Ambitious and motivated, fulltime availability
- Strong communication skills with remote team members
- Organizational talent, conscientiousness, and highest quality awareness

Advantageous:

- Start-up mentality, working hard and with clear focus on fast results
- Experience with software architecture
- Experience with 3D technologies (animations, rig, modelling, etc.)

The advantages of our job offer:

- Leading position (CTO) 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

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

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