QA & GAME TESTER (CQO)
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), 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 a QA (quality assurance)/game tester or maybe even Chief Quality Officer, supporting our striving to get the best talents available in the world-wide job market.

Tasks:

- Testing of our game (functions, logic, difficulty level…)
- Quality control and testing of user interface and usability
- Quality control of motion capture animations
- Quality control of 3D models and graphics in general
- Development, documentation, optimization and control of workflows
- Review of completed tasks of other employees
- Intermediary between management, software developers and artists
- Internet researches to solve technical problems
- Ensuring a smooth workflow within the company

Your skills/experience:

Important:

- Highest possible standards and quality awareness
- Perfectionist with a passion for improving software and games
- Critical thinking and talent in analyzing and solving problems

- Solution-oriented, communicative and pro-active approach
- Motivated, self-organized and independent working style
- Ability to instruct and push staff to quick and sustainable solutions
- Visual talent, good eye for design and (visual) quality
- Quick and structured testing and reporting of issues
- Confident team communication and leadership skills
- Advanced English skills and high technical understanding

Advantageous:

- Experience in QA and game testing
- Experience with software or game development, C# and Unity
- Experience as 2D/3D/UI/UX artist or animator

The advantages of our job offer:

- Eventually leading position in a rapidly growing company with big goals
- Possibility to become "Chief Quality Officer (CQO)"
- We are a promising pioneer in gaming and avatar technology
- Our huge market potential allows for rapid salary increases
- Very flexible work hours and remote working (part-time work also possible, as long as the workload allows it)

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