

# QA & GAME TESTER (CQO) 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 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:**

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