



Job description

Game Developer or Real-Time 3D designer

The [ORamaVR](#) mission is to accelerate worlds transition to medical VR training. ORamaVR is a fast-growing, deep-tech Swiss SaaS startup company that is empowering everyone around the globe to respond to their medical training, teaching, reskilling, and upskilling demands with the most advanced immersive medical Virtual Reality simulators.

ORamaVR has recently been selected amongst the top 53 Swiss deep-tech companies (out of 750) with most innovation potential to receive significant growth funding by the Swiss Innovation agency:

<https://www.innosuisse.ch/inno/en/home/media-and-events/newsroom/swiss-accelerator-decisions.html>

We are looking for two specialized Game Developers or Real-time 3D designers to turn a game idea into code and/or a real-time virtual environment. You will be involved in various aspects of a serious game's creation from concept to finished product including coding, programming, audio, design, production and visual arts.

Working directly with the ORamaVR Head of product, your mission will be to:

- Translate requirements into complicated but clean and efficient code
- Construct the base or the engine on which the serious game will run
- Produce prototypes of gameplay ideas and features
- Develop schedules and determine milestones
- Generate game scripts and storyboards
- Animate characters and objects
- Contribute to the design and audio features of the game
- Create unit tests and validation procedures to assure quality
- Detect identification and resolution and document technical specifications
- "Polish" the game, maintain code, fix bugs and iron out occurring problems

Requirements

We are looking for an entrepreneurial doer with a growth mindset and a minimum of 2 years of experience.

Skills

- Proven working experience in full lifecycle game development
- Hands on experience primarily with C++ or other programming languages (Java, C, etc)
- High level knowledge of APIs and libraries
- Expert in one or more programming specialties (artificial intelligence, 3D Rendering, 3D animation, physics, multiplayer/networking, or audio)
- Up-to-date with the latest gaming trends, techniques, best practices and technologies
- Ability to solve problems creatively and effectively
- BS degree in Computer Science or Games Technology or Visual Arts

About you

- Passionate about building robust solutions to real-life problems
- Driven by customer needs & outstanding user experience
- Willing to build a real product and see it being used by customers
- Hungry for learning new skills every day
- Conscious about technology's role in our society
- Empathetic team player

Recruitment process

You can get an offer with salary in 3 weeks 🚀

- Fit interview: 15 minutes
- Tech exercise: 10 days to complete
- Tech interview: 45 minutes
- Reference calls: 2 persons
- Final interview: 45 minutes

Benefits

We value diversity, equity, and inclusivity. ORamaVR is an equal opportunity employer. We do not discriminate on the basis of race, religion, color, origin, gender, sexual orientation, age, marital status, veteran, or disability status.

We are remote-flex. We value productivity and work/life balance.

We offer a remote office kit to all full-time employees: a MacBook computer, external monitor, keyboard, mouse, etc.

Salary: between 65.000 – 85.000 CHF gross

Location: Geneva and remote-flex

To join the ORamaVR team, please send your application to jobs@oramavr.com