Job Description – Junior Unity Developer

About the Role

This role requires working under direction to develop educational Virtual Reality (VR) experiences. The post holder will be committed to developing their skills and work effectively within a multi-disciplinary team contributing to the development of VR experiences. You’ll embrace new challenges and use evidence-led approaches to product development through research, experimentation, prototyping and developmental testing.

Key responsibilities

- To develop interactive assets, interpreting a brief and applying OU standards for best practice, using Unity and C#.
- Implementing well designed, structured, code.
- Working effectively within a multi-disciplinary team.
- Be persuasive when presenting and providing new prototypes to stakeholders.
- Research and keep up to date with current and emerging trends in educational technology.
- Contribute content to the Learning Innovation team website.

Education, qualifications and training

**Essential**
- Games development degree or equivalent.

**Desirable**
- Recent professional qualification for software development.

Knowledge, work and other relevant experience

**Essential**
- Practical knowledge of Unity and C#.

**Desirable**
- Experience of working within product development environment using human-centred design approaches (e.g. gathering user insights, developmental testing, user testing etc.)
- Experience of developing VR applications for education.
- Experience of using source control, preferably GIT.
- Awareness of VR usability and user experience considerations.
- Experience of working with 3D models.
- Knowledge of best practice software development methodologies (e.g. Agile, Scrum)

**Skills and Experience**

**Essential**

- A good knowledge of Object Orientated Programming principles.
- Works in a systematic, methodical and ordered way.
- Applies specialist and detailed technical expertise appropriately, offering a range of solutions to problems.
- Makes rational judgements from the available information and analysis.
- Proactively contribute new ideas and insights, to drive innovation and new ways of working.
- Follows appropriate OU procedures and policies for interactive media development, maintenance, re-versioning and deployment including archiving and accessibility.
- Ability to analyse the brief and bug reports into actionable development steps.
- Self-motivated, proactive and able to manage own time.
- Ability to build and develop productive working relationships with colleagues and external suppliers.
- Flexible and open to direction and iteration.
- Monitors and maintains quality and productivity.
- Develops knowledge, skills and expertise through continuing professional development and shares these with others.
- Probes for further information or greater understanding of a problem.
- Listens, consults others and communicates proactively.
- Competent and comfortable communicator (verbal and written) across client (non-technical, business focused) and IT/development (technical) groups.

**Desirable**

- Ability to create configurations and build test scripts (both automated and for testing teams) for continuous integration environments.
- Experience of Android development.