



Software Engineer Mobile Augmented Reality

(M/F/D)

What: Permanent position, full-time or as a working student

When: From September

Where: Erfurt, Bahnhofstr. 5a
or also predominantly remote





Become part of our team and become part of a joint research project. With "Multiparties" we will be creating the next generation of immersive telepresence systems.

We will develop novel interactive technologies for collaborative communication in the augmented reality spaces that will feature realistic avatars with expressive gestures and facial expressions in combination with spatial audio.

Modelling the human sensory perception will immerse the users into the augmented reality space and allow them to broaden the level of interpersonal communication while also lowering cognitive stress.



WHAT YOU CAN EXPECT

- Design a social AR architecture
- Develop a cross platform social AR solution
- Modularize your architecture into reusable libraries
- Identify requirements for network APIs and protocols and integrate with the rest of the team



WHAT WE EXPECT

- Knowledge in the following areas:
 - WebRTC
 - Unity
 - Mobile Software Development



WHAT WE OFFER

- Participation in shaping your area of responsibility
- Opportunities to take on responsibility early



Hybrid
Working Model



Flexible
Working Hours



Work-Life-Balance



Retirement Provision



State of the Art
Technologies



Central Location



Health Promotion



Further
Education Offers



Team Events



Snacks &
Drinks



Space For
Your Ideas



Dogs Are
Welcome



APPLY NOW!

Have we piqued your interest?
Then send us your application to:

jobs@plazz.ag

Your Contact:
Ronja Lars Wilkening

