

The **Film University Babelsberg KONRAD WOLF** is the largest German film school and a living space for art, research and teaching. Renowned professionals from film practice and theory provide intensive and individual support for the students. Every year they realize numerous artistic film projects. This being the only German film university, (as opposed to film schools) innovative research with, in and about film and other audiovisual media is promoted. As a place of cultural and social debate, an open-minded attitude and sensitivity for diversity are part of the university's self-image.

We are looking for a

Leading VR developer as employee

(part-time: 20h/ week, salary up to E13 TV-L – German salary system for employees in the public sector)

for the team of our project "Collisions - media collisions as innovation drivers for new approaches to cultural heritage". The project is grant based.

The position is limited to the project period. In accordance with **Section 49 (1) sentence 4 BbgHG in conjunction with § 2 (2) WissZeitVG** it is **limited until April 30th, 2022** (without the possibility of extension).

Project description:

The **artistic research project "Kollisionen"/ „Collisions"** research project aims to make the artistic and intellectual universe of the Russian film director and film theorist **Sergey Eisenstein** accessible for research and the interested public with the help of new technologies.

With artistic means - elements of the theater and the visual arts - we want to create an inspiring, living space in VR that tells stories.

KOLLISIONEN is a cooperation project with the Potsdam University of Applied Sciences and is funded by the StaF program / Fund for Regional Development of the European Union (ERDF). Further information:

<https://www.filmuniversitaet.de/en/research-transfer/research/projects/project-page/detail/kollisionen-medienskollisionen-als-innovationstreiber-fuer-neue-zugaenge-zum-kulturerbe>

The project manager is Tatiana Brandrup: t.brandrup@filmuniversitaet.de

Responsibility:

- Management and support of the project management in creating the VR experience
- Spatial level design - taking into account the interaction of the user with the objects in the level environment
- Creation of a code architecture for the project and its implementation
- Identify and prioritize the required functional specifications, manage and assign required tasks
- Management of test sessions for the project, documentation of each test session for further design decisions.

Employment requirements:

According to **Section 49 (3) BbgHG**, proof of a **completed IT-based university degree** (BA, MA, diploma) must be provided. If a foreign university degree is available, it must be recognized by the responsible state recognition office as being equivalent to the German university degree.

The working languages in the project are **German and English**.

Also, the following requirements must be met:

- Full-stack developer with at least **3 years** of experience in **professional software development**
- In-depth understanding of object-oriented programming and code design (including technical documentation, unit tests, etc.)
- At least **2 years** of experience developing **Unity** - especially in XR and WebGL environments
- Experience in the use and development of virtual reality / augmented reality hardware (including mobile hardware)
- Problem solving and organizing skills
- Experience with industry-standard development and project management tools (such as Visual Studio, Xcode, Git, SourceTree, etc.)
- Ability to work both independently and as part of a team
- Interest in artistic experiments
- Good written and oral communication skills

Further qualifications which are not mandatory but desirable:

- Experience writing shaders for Unity or working with Shader Graph
- Experience with other programming languages (Python, PHP, Java Script)
- Familiarity with Blender and Photoshop
- The desire to learn and share knowledge

Additional information:

The Film University values the diversity of its members and pursues the goals of equal opportunities regardless of gender, nationality, ethnic and social origin, religion/ worldview, disability, age as well as sexual orientation and identity. In accordance with **Section 7 (4) BbgHG**, women and severely disabled people will be given preference if they are equally qualified. We welcome applications from abroad, from people with a migration background and applicants with family care responsibilities.

If necessary, please indicate your disability in your application.

Application documents:

- Motivation letter
- CV (with address and telephone number)
- Proof of work experience corresponding to the above employment requirements
- Certificates of school, training and university degrees
- If you are applying with non German university certificates, please include proof of compatibility with German university diplomas.

Please submit **by 05.10.2020 exclusively** via our **online application portal**.

Please note the data protection information.