



BREQ LABS

## Game Programmer

BreqLabs

### About Us

Our mission is to make VR experience immersive and highly engaging by bringing your hands into the virtual world. Our VR controllers are highly accurate, have low latency and low power consumption. Our VR controller gloves can make you feel what you see and can also track you as you walk in the VR world, unlocking new possibilities for exploration!

### Responsibilities

- Update, extend and document SDK for device in Unity
- Port SDK to Unreal Engine
- Interact and problem solve with remote developers

### Qualifications

- Game programming and object oriented programming
- Knowledge of Unity and/or Unreal Engine
- Care for quality and efficiency

### Job Type: Full-Time

### Application

Applicants must send a cover letter and resume to [info@breqlabsinc.com](mailto:info@breqlabsinc.com). The position will start as soon as a suitable candidate is found.

