JOB OFFER: VR/XR Developer

WHO WE ARE

Security and Freedom for Europe (SAFE) Foundation is a non-profit foundation committed to promoting high-impact activities in the areas of security, defence, rule of law and fundamental rights, with a focus on Central Europe, the Western Balkans, North Africa, the Middle East and Asia. The main activities promoted by SAFE are aimed at improving European and international capabilities for emergency management, Chemical, Biological, Radiological and Nuclear (CBRN) risk mitigation, the fight against organized crime, the management of confiscated assets, and technological innovation applied to the above areas.

Composed of specialists who have been working in this field for more than 25 years, SAFE can rely on the sectoral and geographical experience of its staff, as well as on a network of partners that includes law enforcement agencies, public administrations, universities, research centers, and specialized entities from the private sector.

JOB DESCRIPTION

To support the development and implementation of Virtual Reality (VR) and Extended Reality (XR) training scenarios, Fondazione SAFE is seeking a highly motivated and dynamic VR/XR Developer. Candidates with previous experience in relevant areas and a demonstrable portfolio of delivered products are strongly encouraged to apply.

- **Location:** Soave (Verona, Italy) – Presence at SAFE headquarters is based on needs. Remote working foreseen upon agreement.
- **Contract start date:** As soon as possible, ideally June2024.
- **Contract Duration:** Until December 31, 2025 with possible extension based on project and performance needs.

- **Expected involvement:** 5-10 full days per month.
- **Salary (gross):** EUR 20,000 – 25,000 per year, depending on prior experience and total working days scheduled.

DUTIES

The duties of the selected candidate will include, but are not limited to, the following tasks:

- Design, development, testing, debugging, installation, modifications and support to new or existing VR/XR applications software;
- Coordination with end users and technical partners of the scenarios for technical requirements;
- Design and creation of prototypes and estimation of resource requirements;
- Contribution to software development efforts as a subject matter expert, reviewing applications for compliance, accessibility, and security standards;
- Contribution as technical liaison with internal and external SAFE partners to implement, integrate, review, and evaluate technologies and services;
- Maintain familiarity with installed software standards and procedures, and periodically evaluate other tools to determine the appropriate fit into application development;
- Provide technical guidance to other staff; mentor, train, and establish standards for other staff.

EXPERIENCE REQUIRED

- Bachelor's degree (or equivalent) in computer science, information systems, or related fields;
- 3 or more years of experience in Unity/Unreal 3D content development for VR/XR;
- Strong ability with C# object-oriented programming language;
- Previous experience with digital assets (ex: meshes, animations, materials, CAD modelling);

- Previous experience in profiling and optimizing app and render performance (GPU and CPU);
- Previous experience in VR/XR application development;
- Previous experience in with 3D modelling concepts with Autodesk 3DSMax, or Maya/Blender, and 3D model processing;
- Previous experience with physics-based app project or with SCCS (source code control system) such as Git in a Multi-developer team environment.

HOW TO APPLY

To apply, send your updated CV and a Motivational Letter (in English) to: **safe@safe-europe.eu** **by 10 June, 2024.**

Applicants are encouraged to apply as soon as possible: CVs will be evaluated on an ongoing basis and the job offer may then be withdrawn before the deadline if a suitable candidate is identified. Only shortlisted candidates will be contacted.