

GAME ENGINES DEVELOPER (UNITY / UNREAL)

Company: IN4COM GmbH (www.in4comgroup.com)

Project AVICA (<https://avica.cloud>)

Languages: English / German

Work hours: Part-time

Workplace: Hybrid (mandatory in-office hours / meetings)

Engagement: official employment in Austria (candidate should have EU citizenship or work permit in EU)

Applications contact address: in4 @ in4comgroup.com

Scope of work:

- Unity / Unreal components development
- Components integration
- Virtual cameras management
- Video grabbing tech from virtual cameras
- In-game events collection and management
- Integration with external platforms APIs
- Spectator modes, cloud game modes launch with spectator modes.

Would be a big plus to have skills:

- Understanding of video processing tools and techniques using FFMPEG.

IN4COM company has more than 15 years old history, initially specializing in telecommunications services and solutions (data warehousing, billing and customer care, frontend solutions, product information management, marketing tech) and since 2015 having the footprint also in such domains as government data management, product information management, operational effectiveness platforms, location-based entertainment, Esports and tournaments management, VR gaming etc.

You will join a small young team of the AVICA project (<https://avica.cloud>) which is dedicated to data-driven automated video content creation (including use cases with content generated from virtual platforms).

AVICA project is supported by company owners and FFG (Austrian Research Promotion Agency) grant to provide a kick start for the product.