

VideoLogic is a Montreal-based tech company that is building learning solutions that combine artificial intelligence and gaming technologies. Our vision is to provide every student a video learning companion. We're backed by Canada Next AI and Quebec Ministry of Economy and Innovation.

We are seeking a Junior Unity Gameplay Programmer / Technical Artist to work alongside our AI team to develop experimental prototypes that will enable students to learn in entirely new ways.

Responsibilities:

Help build rapid prototypes of experimental features using Unity 3D or other tools

Design and implement the Unity layer which links the art and animation of the game artists to the functionality of the programmers underlying codebase

Work with production artist to create scriptable assets for a wide range of experiences

Construct objects and assets within Unity of high quality, including the use of Unity UI, in accordance with our in-house technical workflow

Qualifications

- 2+ years experience with a game engine and 2D/3D application
- Canadian Citizen or Permanent Resident
- Experience creating real-time visual effects sequences
- Knowledge of optimizing real-time 3D-graphics pipeline
- Experience developing artist facing tools using scripting languages (C#, Python, MaxScript, etc)
- Solid artistic skills (drawing or digital painting) a plus
- Good knowledge of scripting within the game engine
- Experience collaborating within a multi-person game studio a plus
- BS or MS degree in design, games-related or technical field is a plus

Key Skills

- Game development, Unity, C#, Real-time VFX, Artistic skills - you can draw
- Maya (3d generalist, animation), 3ds Max, Substance Paint

How to apply

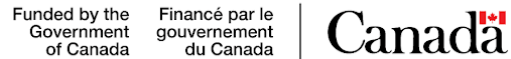
Apply Online here:

<https://angel.co/company/videologic-1/jobs/1384461-junior-unity-gameplay-programmer-technical-artist>

- Please attach a portfolio link including sketches/drawing examples and resume.

This internship is funded by the Government of Canada under its Digital Skills for Youth (DS4Y) program. DS4Y, an initiative from Innovation, Science and Economic Development Canada (ISED), provides an opportunity for youth to gain valuable training and work experience needed for today's digital economy.

For more information about the DS4Y program in New Brunswick, please visit <http://www.cybernb.ca/DS4Y>



Ce stage est financé par le gouvernement du Canada dans le cadre de son programme Compétences numériques pour les jeunes (CNJ) - une initiative d'Innovation, Sciences et Développement économique Canada (ISDE). CNJ offre aux jeunes la possibilité d'acquérir une formation et une expérience de travail nécessaires pour réussir dans le monde technologique d'aujourd'hui.

Pour plus d'information au sujet du programme, veuillez visiter
<http://www.cybernb.ca/DS4Y>

