

**Position Title:** AR-VR Developer  
**Position No:** 2018-19/AU02

## About us:

Amadeus provides the technology which keeps the travel sector moving – from initial search to making a booking, from pricing to ticketing, from managing reservations to managing check-in and departure processes.

Amadeus Germany is located in the town of Bad Homburg connected to the Frankfurt public transportation system. Of the 550 employees located at this office, around 150 are in the Research & Development department.

## About the position:

This role is part of the global innovation community. It involves creating 3D content for use on various AR/MR/VR devices such as the Google Glass, Microsoft HoloLens and HTC Vive and developing applications to run on such hardware. You would be working alongside innovation developers and be a member of the global XR development team. As XR is still an evolving technology, there is limited mentoring support available, thus this is a self-learning position. Where necessary you will be provided with access to online trainings.

## About you:

You must already have some experience in creating 3D content. Advantageous would be experience with Unity3D, Blender, Visual Studio or similar tools. It would also be useful to have some understanding of Windows 10 app development and UWP. Since this is a self-learning position, you must be confident in working alone and solving your own problems. As you will be working as part of a globally distributed team, strong communication skills are also a must.

You must be on a degree scheme that requires a compulsory industrial year.

## Your application:

As part of your application, please include your CV and a cover letter as PDF, quoting the position number. You should address your application to Kristian Schuhmacher. Email your completed application to [ky-at-fra@de.amadeus.com](mailto:ky-at-fra@de.amadeus.com) with the subject "Application 2018-19/AUxx" (where xx is the last two numbers in the position number).

**\*NOTE\*** You must also submit examples of 3D content, games or apps you have created, preferably as a JPEG or a link to a video.

## Have questions?

For more information about any of these positions, please contact Kristian Schuhmacher directly:

- Email: [kristian.schuhmacher@de.amadeus.com](mailto:kristian.schuhmacher@de.amadeus.com)
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