Shape the future with your IDP @ PrismAR

Augmented Reality will define how we perceive our environment in the future. It will change how we communicate, shop, travel or play. Join PrismAR and design the eyes of tomorrow. As a part of our team you will work on the User Experience and Interaction of an AR application with Microsoft’s HoloLens. Hereby we want you to be creative, and provide you with our experience in the field of AR/VR as well as the necessary hardware.

So don’t hesitate and send your CV to benjamin.wochner@prismar.net.

Your skillset:
- You like to be proactive and to pursue your own ideas
- You are interested in AR and VR
- You have already worked in teams and gained project experience
- You should be able to work with Unity and C# (or willing to learn it fast by yourself)
- First experience in UI/UX-Design is a big plus
- If you lack some points above, show us your special skills and why you should be part of our team anyway :-(

Your playground at PrismAR:
- You get access to the Microsoft HoloLens
- You will benefit from our experience with AR & VR
- You will work in a creative and open-minded atmosphere
- You will get the full start-up experience
- Your project is your baby!

You are still reading? Just contact us and let’s talk about your IDP @PrismAR while having coffee or beer.

Don’t forget to send your CV to Benjamin.wochner@prismar.net and augment your IDP!