

VIRTUAL REALITY / GAME DEVELOPER



- Join a supportive, multidisciplinary team within a leader in youth mental health
- Create innovative virtual reality and virtual world solutions to advance the treatment of and make a real difference to young people
- Career development and growth opportunities in a growing organisation
- Part time (0.6 – 0.8 FTE), 12 months fixed term contract
- Access to generous NFP salary packaging and flexible work/life balance arrangements

****insert video – work for us****

<iframe width="560" height="315" src="https://www.youtube.com/embed/d20dKyETTrU" frameborder="0" allow="accelerometer; autoplay; clipboard-write; encrypted-media; gyroscope; picture-in-picture" allowfullscreen></iframe>

The Opportunity

The Virtual Reality (VR) Game Developer will work creatively within a supportive and multidisciplinary team consisting of software developers, psychologists, psychiatrists and content creators (including young people who have personal lived experience of mental ill health), to support the development of innovative and high-quality VR and Virtual World based interventions to support youth mental health treatment. The main responsibility will be producing VR prototype applications, which involves various aspects of game's creation from concept to finished product including coding, programming, audio, design, UX/UI, production and visual arts.

This role will be based at Orygen Digital's new Virtual Reality and Technology Innovations Space, a cutting-edge VR development and testing lab and clinic based at Orygen, Parkville.

If you have a passion for the field of youth mental health and want to make a real difference to the lives of young people and their families and carers and share Orygen's values of respect, accountability, teamwork, excellence and innovation, then we would love you to apply for the VR Developer role!

About Orygen

The why behind what we do is important. We believe that all young people deserve to grow into adulthood with optimal mental health. Everything we do is focused on this outcome. Orygen Digital, the digital mental health division of Orygen, designs, delivers and evaluates evidenced-based digital services for youth mental health, including Moderated Online Social Therapy (MOST), virtual reality and just-in-time mobile interventions.

The role & your impact

We are seeking someone who is passionate about creative and innovative applications of VR for advancing treatment of young people with mental ill health.

With the ability to work independently, the VR Developer will receive general direction from both project leads and technical leads. This role is expected to operate with some autonomy and to show initiative and a sense of responsibility for the effective operation of the Orygen Digital's team. You will be required to work flexibly in a small team across a range of tasks that primarily involve VR environment and game development and programming, however may involve broader activities such as UX testing and design. You will have to work creatively with the team to identify innovative solutions to developing MVP prototypes to meet project requirements.

Benefits

Depending on your skills and experience, a salary of \$70,000 - \$75,000 p.a. (pro-rata) is offered plus superannuation, access to generous NFP salary packaging, flexible work/life balance benefits, well regarded supervision and a supportive team, career growth and development opportunities, purposeful work that makes a real difference to lives of young people and their families and carers and career opportunities within an organisation that is the leader in youth mental health.

About you

The key selection criteria that must be met to be successful include:

- At least a diploma or higher in Computer Science, Software Engineering, Game Design or related technical field.
- Proficiency with C++ and/or C# or .net programming
- Understanding basic computing data structure (e.g. linked list, tree, array etc.) and game software development and agile development.
- Experience working with Unity3D or Unreal Engine; VR development /3D game production; real time networked features (i.e., synchronous multiplayer games) and source control software (e.g. git, DevOps).
- Ability to implement a light-weight user interface independently without assistance.
- Ability to make decisions on game/feature architecture in collaboration with a team of non-technical experts and follow it through to implementation

To view the FULL selection criteria and learn more about this opportunity, please go to www.orygen.org.au/About/Work-with-Us to view the Position Description or contact imogen.bell@orygen.org.au for a confidential discussion.

How to Apply

Please refer to the position description and submit a cover letter addressing why you think you are a good fit for this role and your resume to careers@orygen.org.au, using the subject line 'Virtual Reality/Game Developer' followed by your 'full name'.

Closing date: Tuesday 9 March 2021

You are encouraged to submit your application as soon as possible. Orygen may close the advertisement before the closing date.

Orygen is dedicated to gender equality, diversity and inclusivity. We strive to continue to build a culturally safe workplace where our values underpin the way we work and our strategic commitment to partner with First Nations people of Australia, young people and their families, LGBTIQ+ people and CALD people. We strongly encourage applications from the First Nations people.