Unity VR Developer (m/w/d)

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Stellenbeschreibung

Unity VR Developer: Develop excellent software and VR products! | Cologne | Full-time | Start asap | English (fluent) & German (very good)

Founded by the founders of Westwing and Flaconi, at Draxon, we're building the future of workforce training – combining the power of Virtual Reality and Artificial Intelligence to transform how frontline teams learn in high-risk industries. Our mission is bold: make training faster, safer, and dramatically more effective in sectors like airports and airlines.

We're early — and moving fast. We're backed by leading investors, Point Nine and HV Capital, and already working with major clients. If you're excited about shaping a company from the ground up and solving real-world problems with cutting-edge technology, Draxon is the place to do it. Joining our team now is an opportunity to help build a next-generation company – AI-native, innovative, lean and obsessively focused on delivering real impact.

Benefits

- Modern work environment with the latest VR and AI technologies and tools
- Work alongside experienced game/VR developers, 3D artists, AI experts, and entrepreneurs
- Office in the heart of Cologne (5 days/week on-site)
- Public transport ticket for a stress-free commute
- Free coffee & drinks
- Flat hierarchies and hands-on mentality

Ready to Join?

Send us your CV or LinkedIn – and a short message on why this is your next move.

Anforderungsprofil & Qualifikationen

Tasks

- Develop innovative VR training modules in Unity (C#), optimized for standalone headsets like Meta Quest or Pico

- Create immersive training scenarios across various environments, requiring users to solve dynamic real-life tasks

- Iteratively develop user-friendly VR interactions

- Optimize performance of VR training apps, especially regarding loading times, frame rates, and memory usage

- Ensure high code quality through continuous testing and debugging, and by following agreed-upon coding conventions

- Apply innovative AI technologies where possible to revolutionize AI assistants, test bots, dynamic scenarios, and adaptive difficulty levels

- Collaborate closely with the team (3D generalists, game designers, senior Unity VR developer) and contribute your expertise to a smooth development process

Requirements

- 1-3 years of experience in Unity development with C#

- At least 1 year of experience in VR and/or game development (more is a plus)

- Initial experience with VR performance optimization

- Basic knowledge of AI technologies is a plus, not a requirement

- Structured, pragmatic, and team-oriented working style with strong communication skills — fitting for a dynamic startup

- Fluent English, very good German language skills

- Long-term mindset — you want to build something meaningful

Vorteile für Mitarbeitende

- Getränke

Stellenmerkmale

Beschäftigungsart **Absolvent:innenjob**

Beschäftigungsumfang **Vollzeit (unbefristet)**

Home Office	**Nein**
Berufserfahrung	**1 - 2 Jahre**
Bewerbungslink	**https://join.com/companies/draxon/14562811-unity-vr-developer-m-w-d?oid=0b40f369-42ea-42ba-a0f9-c04dd8ac0ee9&pid=417e11f9888b039c3fcf**

Kontaktdaten

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