

### **Job description - C# Developer (Unity skills)**

We are looking for a motivated C# Developer with Unity skills to join our team. The technical artist will be responsible for developing software solutions in C# for simulators for the automotive, motorsports, R&D and Marine markets.

You will be working within a team of software engineers and content developers. Within this team, the role focuses on development of both simulator peripheral applications and Unity-based functionality for the main simulation.

There is currently a gap between software scientists on the one side, who develop the main software architecture and integration with Unity, and content developers on the other side, who are highly specialized graphical artists that model ultra-realistic graphical representations of scenery. To bridge this gap, you will develop Unity-based applications within the existing architecture and liaise with both sides to stream the continued development of the main simulation software architecture. Additionally, you will write scripts for animations and co-develop the toolchain for content development.

The ideal candidate will be motivated, flexible, extremely pragmatic and have a CanDo mentality.

The role will not suit those with a preference for a "9 to 5" job. The candidate must be willing to travel globally and work autonomously as well as in a team. A passion for cars and/or fast ships is an advantage. Prior professional experience with Unity in simulation is a necessity.

### **Responsibilities & duties:**

- Development of functionality in/for Unity-based rendering.
- Development of GUIs and simulator peripheral software.
- Liaising with software architects to influence core software development.
- Liaising with content developers to identify future tool developments.
- Required education & experience:
- Minimum 3 years working experience with development for Unity.
- B.Sc. in software engineering or Game Development (or equivalent).
- Experience in programming in C# for Unity and WPF is necessary.
- Experience in modeling with 3D Studio Max is necessary.
- Experience in programming in C++ is advantageous.
- Experience with lua and Latex is advantageous.
- Good knowledge of English both in speech and in writing.

### **Working environment:**

Working at Cruden is exciting and truly dynamic. Our team is very open and strives to continuously punch above its weight. The organizational structure is flat and there is a strong drive to keep developing ourselves and our products, enabling you to quickly make your mark and see your own contribution to our common goals. We always aim high and push each other to the maximum, but at the same time enjoy each other's company both while working and relaxing. Cruden is prides itself to offer white-box solutions that are sophisticated and complex, yet performant and versatile. We are recognized by industry leading companies in various markets worldwide to over-deliver and be enjoyable company while doing so. We are extremely proud of what we do!

### **Who we are:**

Cruden is the world's leading designer, manufacturer and integrator of professional open architecture driving simulators for the automotive, motorsport and marine industries. We supply



flexible, durable, high performing real-time simulators and their modular components: hardware, software, vehicle models, content and projection systems.

Our driver-in-the-loop (DIL) simulators and Panthera Software Suite are designed to slot into customers' existing tool chains, so their engineers can be up and running quickly with a future-proof system that does not tie them to any one supplier. Having recognized the potential of engineering simulators to save time and money through DIL testing since the 1990s, we have installed over 100 driving simulators globally and gained a firm reputation as a trustworthy simulator expert.