UX-Designer – VR Therapy (f/m/d)

Your Tasks:

• **Shaping the future:** Build out our UX area, design the interactive user interface and create the corresponding user experience of our level-based virtual reality therapy games; also, for cognitively, sensorially or motorically limited users, e.g. patients with stroke

• **Taking responsibility:** You are responsible for the creation of a didactically well-structured menu navigation, logically stringent game logic and the conception of user guidance for visually impaired people

• **Living team spirit:** Be the link between our Software Team and Quality Management and implement design and logic using Unreal Engine

• **Conscientious implementation:** Structured documentation and integration of customer feedback as well as adjustments if required

Your Profile:

• **Education:** You have a completed apprenticeship or study in the field of game design or computer science or a comparable qualification

• **Experience:** You have already gained experience in gamification and VR development, ideally in the context of neuropsychology or human-machine interaction

• **Know-How:** You have knowledge in application development, programming or game design, preferably in the context of medical-therapeutic or didactic applications

• **Languages:** Fluent German - and a good knowledge of spoken and written English

• **Personality and working approach:** You are an analytically thinking team player with a proactive, reliable and passionate way of working

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**Immersive instead of Invasive**

We are looking for motivated employees for our Start-Up CUREosity based in Düsseldorf. Be part of a unique cooperation of scientists, physicians, therapists and game designers. Together we develop a completely new motion therapy system based on VR technology with the goal to help people with neurological and psychological impairments.

Grow with us right from the start and join CUREosity by applying at jobs@cureosity.de!