Working Student / Internship – Game/Level/UX Design or VR Software Development (f/m/d)

Your Tasks:
- **Shaping the future**: Reach milestones with us and assist our VR Software Team in various aspects of operative project and daily business
- **Take responsibility**: Leave your footprints in our start-up through independent programming of our VR therapy games in Unreal Engine and the conception of our UX design, also for cognitively limited persons
- **Reliable realization**: Support us in all subtasks, such as the creation of platform-oriented VR content assets, game design, blueprinting and level design
- **Participate in decision-making**: Perform research and data analysis and create presentations for decision preparation

Your Profile:
- **Education**: You are a registered student in the field of game design, computer science or engineering, ideally with a focus on game development or comparable qualification
- **You would like to work with us as a compulsory intern or working student**
- **Experience and know-how**: Basic knowledge in Unreal Engine and interface programming, preferably in gamification and VR development
- **Languages**: Good English and German skills
- **Personality, way of working and interests**: You are a team player with strong communication skills and have a proactive and reliable way of working as well as a high affinity for IT and are interested in medical technology

**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!