

Styx is looking for a game developer

This is what we are and do

We are developing a platform to create a digital twin of people's life. This platform is a photorealistic environment and allows users to visualise all data that surrounds them. For this, we use different API like Grasshopper/Rhino and many more. We visualise the data with a game engine Unreal Engine 4.

To get the lowest threshold possible for users of our platform, we create a virtual assistant, Styx. She is an A.I. powered avatar that can guide and help all the users of our platform. We also create tools with machine learning for analysing unlabelled data from massive data sets like LiDAR point clouds from public sources.

This is what we are looking for

We are looking for people in our development team, 3D-artists who work on the virtual environment.

Your goal is to help create an amazing experience for the users of our platform. You work with a variety of tools of which the game engine Unreal is most used. And you get to work with the latest hardware that we build ourselves in workstations.

Your skills

- Enthusiast that sees work as an inspiration and keeps up with the latest developments not because you need to but because you want to;
- Unreal assembly and setup of the visual experience with immersive tools like AR/VR or via desktop and mobile devices;
- Creating levels and can work with blueprints
- Lighting and composition in Unreal;
- Setting up Lighting, shaders and animations in Unreal;
- Experience in creating clean and optimized 3D-assets for real-time application;
- 3D-animation and creating UI
- You are pro-active and desirous of meeting the future;
- A bachelor or master's degree in Game Development;
- Excellent communication skills in English;
- You are willing to learn new development skills and software packages.



Our offer

We offer you a challenging job with plenty of room for your input and creativity. Of course, excellent (primary and secondary) working conditions are part of that. There's room for personal growth. Working at Styx means working in a pleasant environment with an open, informal culture.

Get in touch with us!

Want to know more about this challenging job, see our website <u>www.styx.ai</u> and get in touch with our colleague Edwin Steffens via <u>est@styx.ai</u>. Or are you already inspired? Then apply directly.