

Date: 07.08.2024**Subject: Tender- VR Simulation Game Designer****About REFORM:**

The Palestinian Association for Empowerment and Local Development – REFORM is a Palestinian NGO that works in the fields of empowerment, local development, and social transformation. It seeks to promote inclusion and social solidarity in Palestine through empowering marginalized and hard-to-reach groups, and structural reform. REFORM aims to enhance the social and political participation of marginalized and hard-to-reach groups, strengthen community activism, facilitate equal access to public utilities through strengthening the capabilities of young and women, and to provide a reliable database for the political and administrative decision-makers in Palestine.

Brief Description:

REFORM is seeking talented game designers and VR simulation developers to create immersive and impactful virtual reality experiences. You will be responsible for designing and developing simulations that address various social and political themes, including gender perspectives, political conflicts, and socio-economic disparities. These simulations aim to foster empathy, understanding, and reflection through interactive storytelling and high-fidelity VR environments.

Scope of Work:

1. Design & Development: Create detailed VR simulations based on provided scenarios, including visual and audio design, narrative integration, and interactive elements.
2. Technical Execution: Utilize advanced VR technologies to ensure high-quality graphics, dynamic environments, and responsive user interactions.
3. Collaboration: Work closely with project managers and subject matter experts to align simulations with educational and experiential goals.

Requirements:

- Educational Background: Degree in IT, Game Design, Computer Science, or a related field.
- Experience: Proven experience in designing and developing VR games or simulations, with a strong portfolio of completed projects.
- Technical Skills: Proficiency in VR development tools and platforms, knowledge of 3D modeling, texture mapping, and spatial audio.
- Portfolio: Provide a sample of your previous work demonstrating your expertise in VR simulation and game design.
- Additional Skills: Strong problem-solving abilities, creativity in design, and the capability to work within tight deadlines.

Specifications:

1. The ideal candidate must possess a strong proficiency in the specified coding languages, including:
 - C#: Demonstrated expertise with Unity engine, specifically in VR development.
 - C++: Proven proficiency in Unreal Engine, with a focus on high-performance real-time simulations.
 - Python: Proficiency in scripting and automation within VR environments or related tools.
 - JavaScript: Experience with WebVR and WebXR technologies for web-based VR applications.
 - GLSL (OpenGL Shading Language): Ability to write and optimize shaders for real-time graphics.
 - HLSL (High-Level Shading Language): Advanced experience with DirectX and shader programming.
2. Blueprints (Unreal Engine): Expertise in visual scripting for designing and implementing game logic and interactions in Unreal Engine.
3. VR SDKs and APIs: In-depth knowledge of VR hardware integration, including Oculus SDK, SteamVR, and OpenVR.
4. Sound System Management: Comprehensive understanding of VR sound systems, with the ability to modify sound types, adjust audio parameters, and implement dynamic audio solutions.
5. Visual and Color Management: Expertise in adjusting image types, color palettes, and visual effects to ensure high-quality and consistent VR experiences.
6. Portfolio Requirement: Submission of a portfolio showcasing previous work that highlights proficiency with the specified languages and technologies, including examples of VR simulations and interactive environments.
7. Develop, manage, and optimize VR simulations using the specified coding languages and tools.
8. Implement and fine-tune sound systems to achieve immersive and realistic audio experiences.
9. Adjust visual elements, including image types and color schemes, to enhance the overall quality and coherence of VR environments.

10. Collaborate with cross-functional teams to integrate VR hardware and ensure seamless performance across various platforms.
11. Continuously explore and apply best practices and emerging technologies to improve VR simulation capabilities.

Application Process:

- ✓ **Submission:** Send your CV along with a portfolio showcasing your relevant work.
- ✓ **Selection:** Candidates who meet the qualifications will be shortlisted and required to sign a Non-Disclosure Agreement (NDA) before proceeding with further discussions.
- ✓ **Previous Work Samples:** Applicants must submit a portfolio showcasing previous projects where they have utilized the specified coding languages and technologies (C#, C++, Python, JavaScript, GLSL, HLSL, Blueprints, VR SDKs and APIs). The portfolio should include examples of VR simulations, interactive experiences, or other relevant work that demonstrates proficiency and experience in VR development.
- ✓ **Signed and/or stamped offer must be submitted in sealed envelopes and delivered by hand to REFORM Association.**
- ✓ **Address:** Tirawi Building, 2nd floor in Al Masyoun, Ramallah or via **Email:** procurement.reform.1@gmail.com
- ✓ Advertisement fees will be deducted from the chosen candidate.

Notes:

- **Ensure that your portfolio includes examples relevant to VR simulations or game design.**
- **Be prepared to discuss how your skills and experience align with the goals of the simulations.**

We look forward to receiving your application and exploring how your expertise can contribute to creating meaningful and engaging VR experiences.