



Job Description

Title: Lead Augmented Reality Experience Developer

Type: Full-time; Contractor; Temp to Perm

Compensation:

Commensurate with experience (\$100,000+)

Location:

The ideal candidate will be available to work three days a week at QIC offices in Orlando, FL (two days from home). Fully remote candidates will be considered.

Purpose:

We're seeking a Lead Augmented Reality Experience Engineer to lead the development of augmented reality (AR) experiences integrated with modern web applications. You will work closely with our product team to create interactive, high fidelity AR content for a wide variety of customers including museums, small businesses, and historic sites. In this senior role, you will integrate models, animations, and interactions into target-based and location-based AR experiences. This is a hands-on position for someone who thrives at the intersection of immersive technology, AI, and robust software engineering.

Duties and Responsibilities:

- Design, develop, and deploy augmented reality applications for mobile, tablet, web, and emerging spatial computing platforms using tools such as WebXR, ARKit, and ARCore.
- Collaborate with the product team to translate concepts and assets into functional AR experiences
- Collaborate closely with the Product Lead to balance speed, features, and technical debt.
- Own the end-to-end technical stack for AR solutions, including backend APIs, web front ends, deployment workflows, and runtime performance and reliability.
- Integrate AR features such as image tracking, plane detection, spatial anchors, geolocation, and gesture-based interactions
- Stay current with evolving AR platforms, SDKs, hardware, and industry best practices; recommend upgrades or new approaches when appropriate
- Define and maintain the technical roadmap for the AR/web environment, including frameworks, SDKs, and platform upgrades to keep pace with rapid changes in AR and AI.
- Debug, troubleshoot, and resolve technical issues related to AR tracking, device compatibility, rendering artifacts, and user interaction
- Collaborate with QA or stakeholders to incorporate feedback, refine interactions, and continuously improve AR experiences post-launch



- Develop and maintain web applications that support AR experiences (e.g., content management, scenario configuration, analytics dashboards, user management).
- Design and build backend services and integrations (REST/GraphQL APIs, databases, authentication/authorization) for consumption by AR clients and web apps.
- Design, deploy, and maintain Azure-hosted environments for AR and web applications, including application hosting, storage, identity, and observability.
- Support engineering best practices (code reviews, testing strategies, CI/CD pipelines, observability, documentation).
- Ensure solutions meet performance, scalability, reliability, security, and maintainability requirements.
- Partner with project management to estimate effort, manage technical risk, and support project planning, including timelines, milestones, and resourcing.
- Contribute to data strategies for AR and web applications to inform continuous improvement.
- Provide hands-on support for demos, user testing, and deployments to customer environments as needed.

Qualifications:

- 7+ years of professional software engineering experience, including 3+ years building AR or real-time 3D applications.
- Strong proficiency with AR ecosystems for both Android and iOS platforms (e.g., ARKit/ARCore, WebXR) and experience shipping production experiences on mobile web
- Strong understanding of software engineering fundamentals: debugging, performance optimization, testing, and version control.
- Proficiency in rapidly generating, texture, physics-enabled, and rig production-ready 3D models for integration into pipelines for real-time mobile delivery
- Familiarity with or practical experience using generative AI tools (e.g., LLM APIs, image or 3D generation tools) as part of a development or asset-creation pipeline.
- Working knowledge of AI/automation and asset-generation tools, including platforms such as Multiset, Zapworks, Openart.ai, and Meshy.ai, and the ability to incorporate similar services into development workflows.
- Excellent communication skills and the ability to explain complex technical concepts to non-technical stakeholders.

Preferred Qualifications:

- Solid web development experience, including:
 - Modern JavaScript/TypeScript frameworks (e.g., React, Vue, Angular)
 - Building and consuming RESTful or GraphQL APIs
 - Integration with authentication/authorization and data services



- Hands-on experience with cloud-hosted environments, specifically Microsoft Azure (e.g., App Service, Functions, storage, identity, CI/CD) for deploying and maintaining production applications.
- Motivated, collaborative, and comfortable working in a fast-paced, research-informed environment with evolving technologies.
- Bachelor's degree in Computer Science, Software Engineering, or a related field desired.

Work Environment:

The majority (90%) of this position is situated in a typical office environment and includes the use of a computer (6-8 hours per day), telephone, and web-based video communications. Travel to customer sites may be occasionally necessary (20%).

Background Check and Drug Testing:

A background check will be required.

Equal Opportunity:

QIC is an equal opportunity employer and values diversity in the workplace. We encourage all qualified individuals, including those with military backgrounds, to apply for this exciting opportunity.