Project Developer, Virginia Serious Game Institute (VSGI)

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Type: Full-Time
Posted: Today
Category: Software Engineer/Programmer

Department: Col of Visual and Performing Arts

Classification: Info Technology Spec 1

Job Category: Classified Staff

Job Type: Full-Time

Work Schedule: Full-time (1.0 FTE, 40 hrs/wk)

Location: Manassas, VA

Workplace Type: Hybrid Eligible

Sponsorship Eligibility: Not eligible for visa sponsorship

Pay Band: 04

Salary: Salary commensurate with education and experience

Restricted: Yes

Criminal Background Check: Yes

About the Department:

The Virginia Serious Game Institute (VSGI) exists to support Mason's entrepreneurial and innovation goals by cultivating and supporting Mason-founded startups, rapid prototype development, high-value knowledge job creation, and regional economic development through serious game technology discovery to improve the human condition.

About the Position:

The Project Developer at the Virginia Serious Game Institute (VSGI) plays a pivotal role in supporting the ideation, creation, and management of projects that advance the institute's applied research, incubator, and outreach initiatives. This position requires a highly

adaptable individual with strong technical expertise in game development and emerging technologies. The Project Developer leads and oversees both individual and team-based projects, ensuring alignment with VSGI's strategic goals and technological standards. This role also includes representing VSGI in various internal and external engagements.

Responsibilities:

Provides design, development, and coding expertise for VSGI projects and grant-funded initiatives.

- Designs and implements interactive digital experiences using Unity, Unreal, and other industry-standard engines;
- Writes and maintains scalable, efficient code for serious game applications;
- Collaborates with faculty and external partners to translate research into prototypes; and
- Troubleshoots cross-platform technical issues.

Leads and manages VSGI research and start-up projects, including timelines, asset creation, and development workflows.

- Develops project plans with clear milestones and deliverables;
- Oversees asset creation and integration;
- Coordinates interdisciplinary teams;
- Documents decisions and project outcomes; and
- Conducts QA testing and iterative improvements.

Facilitates communication among VSGI staff, affiliated companies, students, university administration, and external stakeholders;

- Serves as liaison between technical and non-technical stakeholders;
- Leads regular meetings and collaborative sessions; and
- Mentors student interns and junior developers.

Delivers project updates and presentations to stakeholders, including corporate partners, faculty, administrators, and government officials.

- Prepares and presents reports on project status and impact;
- Tailors presentations to diverse audiences;
- Contributes to grant reporting and proposals; and
- Represents VSGI at public events;

Develops new resources and tools to support VSGI and affiliated programs when not directly engaged in project work.

- Researches and prototypes emerging technologies; and
- Supports curriculum development and outreach.

Represents VSGI in meetings with clients, partners, and dignitaries, including in the absence of the Director.

- Acts as spokesperson for VSGI;
- Builds relationships with partners and agencies;
- Facilitates strategic discussions; and
- Ensures continuity of leadership.

Required Qualifications:

- Bachelor's degree in related field, or equivalent combination of education and experience;
- Experience (generally, minimum of 3 years) in game development, including Unity and Unreal Engine;
- Experience with VR, AR, and AI technologies;
- Familiarity with source control systems (e.g., Git);
- Knowledge of grant-funded initiatives;
- Strong project management and team coordination skills;
- Excellent communication and presentation abilities;
- Ability to work independently and collaboratively;
- Ability to adapt to emerging technologies and shifting project needs;
- Ability to investigate, adopt, and integrate new technologies as needed;
- Proven ability to lead development projects and ensure timely, scoped delivery;
- Proficiency in programming for game engines and related platforms;
- Proficiency in programming languages relevant to game development (e.g., C#, C++, Python); and
- Strong capacity to work independently and collaboratively in a team environment.

Preferred Qualifications:

- Master's degree in related field;
- Experience (generally, 5+ years) in Computer Game Design Development;
- Experience in serious game development; and
- Demonstrated ability working with a diverse population of artists, faculty, staff, students, and community members.

Instructions to Applicants:

For full consideration, applicants must apply for the ***Project Developer, Virginia Serious Game Institute (VSGI)*** at https://jobs.gmu.edu/. Complete and submit the online application to include three professional references with contact information, and provide a cover letter and resume for review.

Posting Open Date: January 9, 2026

For Full Consideration, Apply by: January 24, 2026

Open Until Filled: Yes
George Mason University is an equal opportunity employer encouraging diversity.

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