

Trivium Interactive

Freelance Swift Developer

About Us

Trivium Interactive is a women-owned multimedia design and production firm located by Boston's North Station. We specialize in developing interactive and immersive media experiences for museums, visitor centers, zoos and aquariums. We think outside the box and inspire users/visitors to explore! Check us out at triviuminteractive.com.

Role Overview We are seeking a part-time Swift developer to support the development of interactive applications for Apple Vision Pro and other Apple ecosystem platforms. This role will focus on building and refining spatial computing experiences, interactive prototypes, and production-ready features. You'll work closely with producers, designers, creative directors, and technical leads to translate ambitious concepts into polished, performant applications. Key Responsibilities

- Develop and maintain applications using Swift, SwiftUI, and RealityKit
- Build features for Apple Vision Pro (visionOS) experiences, including spatial UI and interactive elements
- Collaborate with design and production teams to implement interactive behaviors and user flows
- Optimize performance for real-time, immersive environments
- Integrate APIs, media assets, and interactive systems into cohesive experiences
- Participate in code reviews, debugging, and iterative development cycles
- Contribute to rapid prototyping and experimental feature development
- Integrate and iterate on spatial scenes and assets created in Reality Composer Pro within Swift / RealityKit applications

Required Qualifications

- 3+ years of experience developing within the Apple ecosystem (iOS, iPadOS, macOS, or visionOS)
- Strong proficiency in Swift
- Experience with SwiftUI and modern Apple development frameworks
- Familiarity with 3D or spatial interfaces (RealityKit, ARKit, SceneKit, or similar)
- Ability to work independently and manage part-time workload effectively
- Strong problem-solving skills and attention to detail

Preferred Qualifications

- Experience developing for Apple Vision Pro / visionOS
- Familiarity with Reality Composer Pro or 3D asset pipelines

- Experience with interactive installations, games, or immersive media
- Comfort working with designers and translating UX concepts into functional systems
- Experience optimizing performance for graphics-heavy or real-time applications

Nice-to-Haves

- Experience with Unity (PolySpatial) or other spatial computing tools
- Familiarity with networking, multi-user systems, or shared experiences
- Background in creative technology, experiential design, games, or themed entertainment

Contact

Please email your **resume** and **portfolio** link to careers@triviuminteractive.com with "Swift Developer" as the subject line. We look forward to reviewing your application.

Pay: Commensurate with experience.