

<b>Document</b>	Unity Game Developer Intern (Job Description)
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## Job Description:

We seek a creative and motivated **Unity Game Developer Intern** to join our game development team. This internship is an excellent opportunity for individuals interested in working on real-world projects while developing their skills in Unity. You will work alongside experienced developers and assist in building, testing, and optimizing game features.

## Responsibilities:

1. Design and implement backend architecture to support game mechanics, features, and systems, particularly using Unity.
2. Develop and maintain server-side components for service-based projects, ensuring scalable and efficient handling of user data and interactions.
3. Collaborate with front-end, art, design, and audio teams to integrate backend services with creative elements.
4. Conduct testing, debugging, and optimization of server-side code to ensure high performance, reliability, and scalability of the game.
5. Stay current with backend development practices, Unity updates, and server technologies to enhance the overall gaming experience.

## Qualification:

1. Currently enrolled in a relevant undergraduate program (Computer Science, Game Development, or a related field) or recent graduate.
2. Familiarity with **Unity3D** and **C# programming**.
3. Basic understanding of **game development lifecycle** and **object-oriented programming** concepts.
4. Strong problem-solving skills and attention to detail.
5. Ability to work well within a collaborative team environment.
6. Knowledge of **game physics** and **animations** is a plus.