

Why Unity?

So why use Unity? Well besides the fact that once you do get a hang of the interface it's very simple to create some really amazing-looking effects and games, Unity Technologies as a company is always keeping up with the latest thing.

Unity has just been relevant for a really long time. I chose Unity in my development because of the sheer amount of documentation and resources that are available for the platform.

We wanted to pick a technology that is being used widely, but also there's a good community that are responsive and they are welcoming. Why I chose Unity was really a no-brainer. This was just the foundational platform that so many of my colleagues were using to build the experiences that I loved.

I just wanted to be able to bring in a model from Maya, click a button and have it working in the editor. And I wanted it to look good without too many bugs or issues and Unity just made it really easy to get that done. So that's why I chose Unity.

I chose Unity because I feel like it can make any of your ideas come to life, and that's why it's my favourite game engine.