

Unity Essentials

Careers in Programming

Quality assurance technician	<ul style="list-style-type: none">● Find and report bugs.● Write test cases based on requirements and ensure coverage for functionality.● Create and run test plans for different testing stages.● Isolate and reproduce the bugs to assess severity and probability.● Support the development team with assigning, tracking and verifying the issues.
Programmer analyst	<ul style="list-style-type: none">● Provide assistance to design, program and execute simple test plans.● Implement, document and maintain basic computing applications.● Write and compile basic code and constructs basic database objects based on documented design.● Modify or upgrade applications to maintain software functionality.● Assist in gathering information to determine architecture specifications, parameters for software compatibility, application security needs and other application architecture requirements.● Perform systems and business analysis.● Document existing and new business information systems.
C# programmer	<ul style="list-style-type: none">● Develop new features and applications.● Create proof of concept and mockup software to achieve project goals.● Publish to multiple platforms.● Work with QA team to ensure maximum stability performance and quality.● Manage the release of products.
Unity engineer	<ul style="list-style-type: none">● Research new methods to implement emerging technologies.● Come up with innovative solutions to solve engineering problems.● Develop new features and applications using Unity.● Create proof of concept and mockup software to achieve project goals.● Publish to multiple platforms.● Work with QA team to ensure maximum stability performance and quality.● Manage the release of products.● Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems.

Research engineer	<ul style="list-style-type: none"> ● Design state-of-the-art algorithms to solve challenging problems. ● Implement, analyze, and optimize algorithms. ● Apply knowledge of relevant research domains along with expert coding skills to platform and framework development projects.
Software developer	<ul style="list-style-type: none"> ● Design, develop, test, and release new features and tools. ● Create proof of concept and mockup software to achieve project goals. ● Create reliable, innovative, and flexible software solutions in the relevant programming languages. ● Write tested, documented and performant software. ● Work with the QA team to ensure maximum stability performance and quality. ● Manage the release of products.
VR / AR developer	<ul style="list-style-type: none"> ● Prototype and build next generation AR/VR products. ● Help design, develop, test, deploy, maintain, and enhance VR/AR/XR applications. ● Build with the latest mixed reality hardware (HoloLens, Vive/Rift/Microsoft VR platform). ● Work with designers to code novel interactions with unique look and feel. ● Stay current on the latest trends in AR/VR/XR emerging technologies, digital technology usage, and manufacturing technologies.
Mobile developer	<ul style="list-style-type: none"> ● Develop new mobile features and applications. ● Ensure the performance, quality, and responsiveness of the application. ● Create proof of concept and mockups to achieve project goals ● Familiarity publishing to Android and iOS platforms. ● Work with QA team to ensure maximum stability performance and quality. ● Manage the release of apps.
UI / interface programmer	<ul style="list-style-type: none"> ● Code new and existing UI systems or tools to meet the intent of the project's design and flow. ● Analyze and understand the UX documents in order to define the required features and systems that must be developed. ● Integrate UI systems into the different features. ● Implement and optimize the UX to ensure fluid interactions, collaborating with designers and artists on layout. ● Use prototyping techniques to demonstrate the validity/invalidity of UX vision. ● Determine and fix the bugs detected by the production and quality

	<p>control teams.</p> <ul style="list-style-type: none"> • Validate and verify if the newly developed systems meet project intentions and are coherent with the existing code.
Gameplay programmer	<ul style="list-style-type: none"> • Analyze and understand the game design documents in order to define the required functionalities and the game systems that must be developed in the engine. • Analyse existing functionalities in the engine and determine if they meet project requirements. • Collaborate with game designers/level designers/animators so as to discuss the constraints and establish the technical possibilities of the various gameplay functions. • Develop simple and complex gameplay systems such player's action, character's behavior, game elements, and game progression. • Determine the conditions that will lead to actions based on commands. • Create rapid prototypes using various languages to show a proof of concept of gameplay features. • Produce tools or debug features to help designers or programmers polish gameplay features.