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Key Performance Indicators for Mid-Level Developers:

1. Code Quality and Efficiency:

- Maintain high standards of code quality, adhering to coding conventions and best practices.
- Minimize code errors, bugs, and technical debt through thorough testing and code reviews.
- Improve code efficiency and performance to enhance game performance and player experience.

2. Productivity and Timeliness:

- Meet project deadlines and milestones consistently.
- Complete assigned tasks and deliverables within estimated timeframes.
- Actively contribute to sprint planning and ensure accurate time estimation for development tasks.

3. Collaboration and Teamwork:

- Collaborate effectively with cross-functional teams, including designers, artists, and other developers, to achieve project goals.
- Communicate proactively with team members to share progress updates, address challenges, and coordinate efforts.
- Foster a positive and supportive team environment that promotes knowledge sharing and continuous learning.

4. Technical Skills Development:

- Continuously improve technical skills and knowledge relevant to game development, programming languages, engines, and tools.
- Stay updated on emerging technologies, industry trends, and best practices in game development.
- Contribute to the mentorship and professional development of junior developers within the team.

5. Feature Implementation and Innovation:

- Successfully implement assigned game features or modules according to design specifications.
- Contribute creative ideas and innovative solutions to enhance gameplay mechanics, graphics, or other aspects of the game.
- Participate in brainstorming sessions and design discussions to contribute to the overall vision and direction of game projects.

6. User Experience and Player Feedback:

- Actively participate in playtesting sessions and provide valuable feedback on game mechanics, controls, and user interfaces.
- Respond to player feedback and address reported issues or suggestions in a timely manner.
- Contribute to the improvement of game usability and accessibility to enhance the overall player experience.

7. Adaptability and Problem-Solving:

- Demonstrate adaptability and flexibility in responding to changing project requirements, priorities, and technical challenges.
- Effectively troubleshoot and debug technical issues encountered during development, providing timely resolutions.
- Propose and implement creative solutions to overcome obstacles and optimize game performance or functionality.