Responsibilities

* Meeting with the design team to discuss ideas and specifications.
* Establishing strategy and development pipelines.
* Develop for VR, desktop, and mobile platforms.
* Design and develop high performance software, simulation, and visualization.
* Understand requirements through regular interaction with stakeholders.
* Ensure thorough quality testing and documentation of the software developed before deployment into Production.

Qualifications

* 1+ years of experience in Unity3D development is preferred.
* 2+ Experience in 3D graphics and visualization, simulation.
* 3+ Experience in C# programming language
* Experience with scripting, textures, animation, GUI styles, and user session management.
* Good knowledge in 3D development, physics, and animation in Unity.
* Good analytical, problem-solving, and written & verbal communication skills.
* Proficient knowledge of code versioning tools such as Git, and Plastic SCM.
* Excellent English communication skills.