

Mobile App Developer (Unity)

Aquatic Biosphere Society of Canada | Full-time Remote (within Canada)

Company Overview:

The Aquatic Biosphere Project of Canada aims to educate, inspire, and empower people through active engagement in ecosystem conservation. We are dedicated to creating engaging and educational experiences that help people explore and understand the world around them. Our current project leverages Augmented Reality (AR) technology to provide users with an interactive and immersive learning experience focused on Canadian wildlife. As part of our initiative, we want to integrate AR with public conservation aquariums, education facilities, conservation institutes, and innovation centers. We are seeking a talented Unity Mobile App Developer with a passion for environmental education to join our team and bring this exciting project to life.

Job Description:

As a Unity Mobile App Developer, you will work closely with our team of designers, animators, and content creators to develop a cutting-edge mobile app that combines AR technology with highly detailed 3D models of Canadian wildlife. The ideal candidate will have experience developing apps in Unity with C#. In addition, familiarity with augmented reality and animations is an asset. You will play a critical role in the development process, from initial concept to final product, ensuring the app is user-friendly, visually stunning, and highly engaging.

Responsibilities:

- Design, build and maintain efficient, reusable, and reliable code using Unity and C# for mobile app development
- Collaborate with cross-functional teams to define, design, and deliver new features and app improvements
- Develop and integrate AR functionality using unity platforms such as AR Foundation
- Implement animations and other interactive elements to create a captivating user experience
- Troubleshoot, debug, and optimize performance of the app on various mobile devices

- Continuously discover, evaluate, and implement new technologies and industry best practices to maximize development efficiency
- Participate in code reviews and provide constructive feedback to team members
- Communicate effectively with team members, stakeholders, and project managers to ensure project goals are met

Requirements:

- Bachelor's degree or Diploma in Computer Science or related field.
- 1+ years of experience in mobile app development using Unity.
- Proficiency in C# and object-oriented programming concepts
- Experience with Firebase Firestore for database management.
- Knowledge of version control systems, such as Git
- Strong problem-solving skills and attention to detail.
- Ability to quickly adapt to new technologies
- Interest in conservation and environmental education.
- Strong written and verbal communication skills.
- Ability to work independently as well as in a team environment.
- Must be legally authorized to work in Canada.

Preferred Qualifications:

- Experience in developing AR applications or games (AR Foundation is an asset)
- Familiarity with animations and 3D modeling in Unity
- Knowledge of Canadian wildlife and ecosystems
- Familiarity with mobile app UI/UX design principles
- Experience with asset optimization and performance tuning for mobile devices

What We Offer:

- Competitive salary and benefits package
- Opportunity to work on a groundbreaking project with a positive impact on environmental education
- A supportive and collaborative work environment
- Professional growth and development opportunities

How to Apply:

The Aquatic Biosphere Society of Canada is an equal opportunity employer and welcomes all qualified applicants to apply for this position. If you are passionate about app development and environmental conservation, please email your resume and cover letter to paula@aquaticbiosphere.org. We look forward to reviewing your application and potentially welcoming you to the Aquatic Biosphere team.