Unity Developer Coding Task

The goal of this task is to get an understanding of your coding style as well as your approach to development. You should consider the requirements carefully and implement your code accordingly, however it is purposely open ended to allow you to express your creativity with the final design.

Description

You have been provided with a dataset of 5000 movie listings from IMDB. Please implement some sort of system to read and display this data on a mobile device, using Unity. Anyone using the resulting app should be able to browse the data in a performant manner. The actual design and implementation is up to you but above all else you should consider:

* How a single entry should be displayed on a mobile device.
* Memory usage (consider your implementation as being a UI on top of an already running 3D
* game)
* Speed and smoothness of browsing the data set.

The following elements would be considered as ‘bonus tasks’, should they be implemented:

* Incorporate some sort of remote query for each entry. (e.g. loading of an image)
* Animations and how they might improve the user experience.
* Optimisations related to Unity’s UI system.

Please complete the task using the latest 2018.4 version of unity, which can be downloaded from here: <https://unity3d.com/unity/qa/lts-releases?version=2018.4> or within the Unity Hub

Provided

movie\_metadata.csv - Comma separated data set containing movie information.

Deliverables

Project - Unity project containing all the source code and assets for the app.

Summary - Brief description of your approach, design considerations and improvements you might make should you perform the task again.