### UNITY DEVELOPER

Seeking a developer responsible for building games for various target platforms based on the Unity framework. Having an attitude that is committed to collaborative problem solving, sophisticated design, and a quality product is essential.

Responsibilities:

* Implement game functionality as per communicated design.
* Communicate with other team members to establish effective pipeline and integrate assets and media.
* Design, build and maintain efficient, reusable, reliable and well-organized code.
* Ensure the best possible performance, quality, and responsiveness of applications.
* Identify bottlenecks and bugs, while devising solutions to address and mitigate these problems.

Required Qualifications:

* Excellent knowledge of Unity, including experience with the scripting API, asset integration pipeline and UI /UX tools.
* Experience with, and Comprehensive knowledge of 3D math concepts.
* Ability to constantly learn and stay in touch with evolving game standards and development technologies.
* Strong understanding of object-oriented programming.
* Familiarity with current design and architectural patterns.
* Experience in implementing automated testing platforms and unit tests.
* 3 year+ experience with Unity.
* Worked on at least one shipped title using Unity.

Not Required but a plus:

* Experience with mobile and console game development is a plus.
* 3D modeling experience.
* Passion for improving the production pipeline.
* Android or iOS experience.