**Job Description**

Join PLAYWORK - design and develop 2D/3D games for our IoT cloud platform for rehabilitation, based on gamification!

In this capacity, the game developer will be responsible for designing and developing 2D/3D games integrated to our IoT platform.

**Responsibilities:**

* Build games for rehabilitation. Be a part of the creative process, assisting with designing the game concepts and specification.
* Implement physics based games with specialized BLE controllers.
* Work closely with design teams, and product manager to bring ideas and features into the game.
* Analyze game performance and resolve performance issues, to create clean, efficient, well tested and documented code.

**Requirements:**

* At least 3 years with proven experience in Software development.
* At least 2 years of unity games development.
* Expertise in C# programming with strong understanding of Object Oriented programming and design patterns.
* Strong code and data design abilities.
* Unity for Mobile (Android/IOS) - responsive designs, mobile performance considerations
* Familiarity with mobile integrations for remote storage(e.g., authentications, analytics, setting)s.

**Advantages** :

* Bachelor’s degree in CS\ SW engineering, or higher
* Deep understanding of game design principals and methodologies with Unity(e.g. Reactive Extension)
* Experience with developing games in the area of digital health
* Working experience with IoT sensors (i.e., accelerometer,  gyroscope, ect.)
* Knowledge in graphic designing
* Agile development methodology
* Good oral and written English communication skills.​