**JOB DESCRIPTION:**

The largest independent mobile games studio is looking for a talented and accomplished Unity Games Developer. You will be working in a team of very technical, motivated and experienced individuals ranging from Software Engineers to Game Developers and Technical Artists, in order to develop, maintain and grow our base of mobile games.

The ideal candidate has experience working in Unity, is passionate about creating games in a Production Environment and a team player.

**QUALIFICATIONS:**

-- You have an engineering or technical art background, preferably a Computer Science degree or Games Development Degree, with a strong knowledge of Unity3d for game development

-- If you do not have a background in engineering then we at least require you to have 2 years in the industry of game development

-- If you do not have the experience of working in a games company, we require an ample list of personal projects and games that you have worked or contributed to in the past

-- You understand how to improve Unity performance

-- You have experience with UGUI

-- You have experience with C# programming

-- You’ve used Unity3D for 2D games

-- You love to learn new things and expand your skills as an engineer

-- You love games

-- You are a fast learner, self motivated person who likes to work in a production environment focused on results

**Optional:**

-- Knowledge of (if not, we’ll be happy to teach you):

* Ruby
* Objective-C
* Java

-- Experience developing Shaders, Shuriken Particle System,