## Unity Game Developer

We are looking for a world class Unity Game Developer with at least 2 years of experience in Unity game engine to help us develop the next generation of mobile casual games! We are looking for fun and energetic people who have a passion for building great games. If you think you have the chops to deliver something unique, come join us!  
  
Responsibilities:  
  
- Code and develop new & existing games and features such as gameplay, IAPs, prototypes, implementation of SDKs, etc.  
- Inspire technical solutions while spearheading multiple games.  
- Review code and design decisions with teammates and propose changes and improvements to promote scalable, reliable, and maintainable technologies for our gaming platforms.  
- Promote code maintainability, extensibility, and reusability across all mobile devices.  
- Provide feedback to help shape the final product of our games in terms of gameplay and user experience.  
- Monitor the technical performance of games including server code performance, server-client communication issues, bugs, and crashes.  
  
  
Requirements:  
  
- Bachelors in Computer Science or equivalent quantitative field.  
- 2+ years of experience in game development and Unity game engine (C#).  
- Ability to solve complex problems with simple and optimal solutions.  
- Personal portfolio of games developed as hobby is a plus.  
- Love and passion for mobile games.  
- Ability to adapt to different game genres.  
- Ability to create quick prototypes as per instructions.  
- Ability to learn different technologies and programming languages quickly.  
- Excellent written and verbal communication skills.