### Job Description

We are seeking a developer responsible for building games for various target platforms based on the Unity framework. Your primary responsibilities will be to implement game functionality translating design ideas, concepts, and requirements into a functional and engaging game. A commitment to collaborative problem solving, sophisticated design, and a quality product are essential.

Responsibilities:

* Participate in the full software development life cycle: from requirements definition, through development, to maintenance and enhancement.
* Investigate and prototype new concepts in virtual and augmented reality spaces.
* Assess, develop, debug, maintain, and set code standards.
* Work closely with the designer; Creating tools and processes to facilitate the development.
* Work with existing frameworks, developing new frameworks, and functional specifications.
* Implement UI screens and optimizing performance.
* Implementing game features and related systems.
* Propose creative solutions to meet product goals.
* Work effectively in cross-functional teams.
* Collaborate with internal and remote teams to identify, produce, and deliver tasks on time.

Minimum Job Requirements

* This position requires Q clearance access authorization. Applicants must have the ability to obtain and maintain DOE clearances, which normally requires US citizenship.
* Knowledge of OOP design skills (C# a plus).
* Experience with Shader writing (HLSL or Shader Forge/Node Editor).
* Working knowledge of augmented reality concepts and solutions.
* A solid understanding of core Unity concepts with a knowledge of the Unity 3D editor and management of project assets.
* Experience in conceptualizing, prototyping and developing games and interactive presentations.
* Exceptional problem-solving and debugging skills.

Desired Skills

* Experience with databases, mobile app development, and source control systems.
* Experience consuming and authoring REST services.
* Experience using configuration management tools like GiT, TFS, etc.
* Experience implementing other emergent technologies, such as computer vision or machine learning into AR presentations.
* Working knowledge Maya.
* Working knowledge of Java and JavaScript.
* Enthusiastic about gaming culture.
* Be results-oriented and able to thrive in a fast-paced environment.
* Strong communication skills, both written and verbal.

Education Required: Position typically requires a relevant bachelor's degree preferably in Computer Science, Computer Engineering or related technical discipline such as Bachelor of Arts with a focus in Media Arts, Creative Media or Game Design and a minimum of two years related experience, or an equivalent combination of education and experience.