## Unity or Unity3D Developer job profile

Unity or Unity3D Developers are generally responsible for building games for various target platforms based on the Unity framework. In order to attract Unity or Unity3D Developer that best matches your needs, it is very important to write a clear and precise Unity or Unity3D Developer job description.

## Unity or Unity3D Developer job description

We are looking for a Unity or Unity3D Developer to join our IT team! As a Unity or Unity3D Developer at our company, you will be responsible for implementing game functionality translating design ideas, concepts, and requirements into a functional and engaging game.

## Unity or Unity3D Developer duties and responsibilities

* Plan and implement game functionality
* Transform design specification into functional games
* Communicate with other team members
* Establish effective strategy and development pipeline
* Design, build, and maintain efficient, reusable, and reliable code
* Ensure the best performance, quality, and responsiveness of applications and games
* Identify process and application bottlenecks and bugs
* Offer and implement solutions in a timely manner
* Implement game functionality as per communicated design
* Translate design specification into functional game
* Communicate with other team members to establish effective pipeline and integrate media assets
* Design, build, and maintain efficient, reusable, and reliable code
* Ensure the best possible performance, quality, and responsiveness of applications
* Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems
* Help maintain code quality, organization, and automatization

### Required Skills

* Excellent knowledge of Unity, including experience with scripting, textures, animation, GUI styles, and user session management
* Familiarity with level design and planning
* Experience with game physics and particle systems
* Experience with mobile and console game development
* Experience optimizing memory and space usage for support of older hardware
* Experience with 3D is a plus
* Prior experience with a well-known mobile title or AAA titles are a significant asset
* 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
* Knack for writing clean, readable, and easily maintainable code
* Experience implementing automated testing platforms and unit tests
* Proficient knowledge of code versioning tools