



1511 Sycamore Ave STE #300

Hercules, Ca 94547

Letter of Employment

October 13, 2024

Siva Balaa

8 VOC Street, Thiruvalluvar Nagar, Hasthinapuram

Kancheepuram, Tamil Nadu, Chennai 600064

Pan Card# PUVPS9924P

Dear Siva,

On behalf of Rayther Games (Entity of Katheed LLC.), I am pleased to offer you the Junior Unity Programmer Position. Upon acceptance of this offer, your salary will be 12,000 Indian Rupee per month. This position will be contractual with no benefits package or vacation pay. Working hours will be flexible but will require standard deliverables to be met on a daily basis. This contract is at will of the employer and subject to termination at any given point during the employment period with 0-day notice. Failure to deliver deliverables may be subject to termination. Employment will begin from October 21, 2024 (Los Angeles Pacific Time).

1. Employee/Student Name: Siva Balaa
2. Company Name: Rayther Games (Entity of Katheed LLC.)
3. Company Address: 1511 Sycamore Ave STE #300 Hercules, Ca 94547
4. Employment Type: Contract
5. Job Title: Junior Unity Programmer
6. Details Job Description: (Please see below for details)
7. Dates of Employment: October 21, 2024 – N/A
8. Hours per week: Varying
9. Supervisor's Name: Harjot Grewal
10. Supervisor's Job Title: CEO



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Reports To: CEO

Junior Unity Programmer (Work From Home)

Overview: We are seeking a passionate and dedicated Junior Unity Programmer to join our remote team. This entry-level role is ideal for someone eager to grow their skills in game development, with a focus on scripting, gameplay mechanics, and user interface integration. As part of a collaborative environment, you'll work closely with our senior developers to bring engaging gameplay experiences to life.

Responsibilities Include but not limited to:

- Develop and implement gameplay systems using Unity and C#.
- Collaborate with designers and artists to integrate assets and optimize performance.
- Create and maintain code for game features, UI elements, and mechanics.
- Debug and resolve issues with game performance, behavior, and functionality.
- Work with senior developers to ensure features are well-implemented and tested.
- Maintain clean, well-documented, and reusable code.
- Continuously learn and improve through feedback and collaboration.

Qualifications:

- Strong foundational knowledge of Unity and C# programming.
- Basic understanding of game development principles such as object-oriented programming, design patterns, and optimization.
- Ability to work collaboratively in a team environment, especially in remote settings.
- Passion for games, with a keen interest in learning and developing new programming skills.
- Basic debugging and problem-solving skills.
- Knowledge of version control systems such as Git.

Bonus Skills:

- Experience with mobile game development.
- Familiarity with shader development, AI programming, or multiplayer networking.
- Knowledge of other game engines.
- Previous internship or project experience in game development.



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Work Environment: This is a fully remote, work-from-home position. The ideal candidate must be self-motivated and able to manage their time effectively while collaborating with a diverse, remote team.

If you're passionate about programming and eager to start your career in game development, we encourage you to apply!

Sincerely,

Supervisor's Signature

Supervisor's Name

CEO

Harjot Grewal

Print Name

Harjot Grewal

Signature

13OCT2024

Date

Employee's Signature

Employees' Name

Junior Unity Programmer

Print Name

Signature

Date

CONFIDENTIAL