



Unity 3D Developer, Junior

Job description

Coprix Media is looking for a Unity3D game developer with experience ranging from PC/Mac games/apps to Android/iOS mobile apps, web apps and games are a plus, with experience in 2D and 3D.

Responsibilities

Consistently develop game features, on several platforms, by gathering requirements, designing solutions, implementing robust code, testing and debugging.

Work with interaction designers, game developers, artists, animators, audio engineers and other programmers to design scalable, flexible apps.

Monitor performance and optimize client and server side code, for realtime actions.

Requirements

Essential Skills & Experience:

- Knowledge of Unity3D and C# scripting, textures, animation, GUI styles, user session management, statistical analyses.
- Self-motivated with a strong desire to learn and stay abreast of game developments/standards.
- Direct experience with game logic, particle systems, client-server communication scripting, big data collection.
- Experience with Android & iPhone game development.
- Experience with version control software: Atlassian etc.
- Ability to work independently, and in a team.
- Excellent oral and written communication skills.
- Able to 'think outside the box', really!
- Quick to pick up new tools and systems.
- Must be comfortable working under NDA.
- Must love to roll-up your sleeves and get dirty with Unity3D; integrating textures, animation, meshes, adjusting lighting, setting camera angles, optimization, audio integration etc.

- Minimum 1 years experience required

Pluses:

- Experience with C#, Objective-C and Javascript are a plus
- Prior experience in a well-known mobile title or AAA titles are a significant asset
- Level logic design, scene flow planning and creation experience