

Unity or Unity3D Developer Job Description template

Unity or Unity 3D Developer Job Description Template/Brief

We are looking for a developer who will be in charge of creating games for several target platforms using the Unity framework. Your primary tasks will be to translate design ideas, concepts, and specifications into a practical and exciting game. Dedication to collaborative problem solving, intelligent design, and a high-quality result is required.

Unity or Unity 3D Developer Job Profile

Unity developers, often known as Unity3D developers, are experienced software developers who use the Unity platform to design and produce games. Unity is a cross-platform game engine that lets developers make high-quality 2D and 3D games for smartphones, desktop computers, and gaming consoles.

Reports To

- Game Design Head
- Developers
- User Experience Designers
- CEO

Unity or Unity 3D Developer Responsibilities

- Take control of the whole game's features and components, as well as lead the product design and code parts
- Work with other team members to deliver vast and complicated features on schedule and to a high level
- Participate in the development process and provide improvements and recommendations to drive code quality across the entire production cycle
- Serve as a mentor to other developers in the team and aid in the maintenance of code, product, and process quality
- Collaborate with the Art, Design, and Production teams to ensure that timelines and goals suit the demands of the company and the project
- Conduct code reviews and participate in the recruiting process for prospective coworkers
- Make significant contributions to our product and the team as a whole
- Work as part of a bigger studio team to plan, create, and implement high-quality game features
- Convert design specifications into playable game assets
- Create an efficient strategy and development pipeline
- Create and iterate on prototypes displaying new designs and interaction patterns promptly
- Create, implement, and maintain efficient, reusable, and dependable code
- Ensure that apps and games run optimally in terms of quality, responsiveness, and performance
- Identify bottlenecks in processes and applications and execute solutions in a timely way

Unity or Unity 3D Developer Requirements & Skills

- A bachelor's degree in computer science, information systems, or a related discipline
- Excellent 3D math skills
- Extensive knowledge in C# object-oriented programming and scripting languages
- Previous experience with game assets (meshes, animations, materials etc.)
- Proven track record of evaluating and optimising the game and render performance (GPU and CPU)
- Worked on a physics-based game project, using source control tools such as Git in a multi-developer team setting