

## Joboffer dated from 07/05/2017

# Senior Unity 3D Developer (f/m)

Field:

Type of employment: Entry date: Zip Code / Place: Country: Programmer: Game Developer Full-time immediately 76133 Karlsruhe Germany

# Company data

Company: Street adress: Zip Code / Place: Kolibri Games GmbH Hallesches Ufer 60 10963 Berlin



# **Contact Person**

Name: Position: Street adress: Zip Code / Place: E-mail: Emilie Farnir HR Manager Hallesches Ufer 60 10963 Berlin jobs@kolibrigames.com

### Job description

### Senior Unity 3D Developer (m/w)

**At Fluffy Fairy Games you will...** take ownership of everything you do. Be in an unique environment, a true no-bullshit meritocracy where your skills and efforts really make a difference. Build fast and ship faster. Try hard and learn harder. Grow with every problem encountered. Be paid at industry level. Have access to management all the time.

**And you will not...** get your game killed in an intransparent gate process. Wait a week for a management decision. Compromise on a viable idea because of somebody else's gut feelings. Be surrounded by interns who shoulder much of the actual work without real pay or a chance

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to land a job. Watch the lead engineer fiddle about for days in search of a perfect solution if a solid hack would have solved the problem. Et cetera. You get the picture.

#### Responsibilities

- Develop mobile games based on C# and Unity3D
- Engineer new gameplay components and implement new features
- Optimize game elements by incorporating player feedback
- Develop tools to support and automate the development process (e.g. Unity plug-ins)
- Collaborate with different roles (e.g. artist, game designer, backend)
- Develop tools and automation for improving developer productivity and efficiency
- Assume responsibility for sub-projects and your team members and lead by example
- Assess the strengths and weaknesses of the team members and continuously mentor them
- Live a culture of sharing knowledge, best practices and standards□

#### Skills□

- Advanced experience in game development with Unity3D for iOS and Android
- Excellent programming skills in C# or a related language
- Familiarity with reactive programming is an advantage
- Passion for developing highly scalable and maintainable software systems
- Hands-on knowledge of Git (or similar revision control systems)
- Ability to lead and coach a developer team  $\square$

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