

Joboffer dated from 03/06/2018

## Unity C# Developer

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Salary:	market rate
Zip Code / Place:	2516 AH Den Haag
Country:	Netherlands

---

## Company data

Company:	<b>Paladin Studios</b>
Street adress:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag



---

## Contact Person

Name:	Sacha Blom
Position:	Marketing & Recruitment Coordinator
Street adress:	Saturnusstraat 60, Unit 76
Zip Code / Place:	2516 XZ Den Haag

---

## Job description

### MISSION

The Unity Developer works with the rest of the development team to create the technical aspects of the game. They are accountable for making the game work smoothly, bug-free and with perfect game feel. In addition, they work with the Unity editor and C# to get everything together as a whole.

### OUTCOMES

- Excellent code and game functionality, with a "spark" and solid technical solutions.
- Deliver on sprint commitments, and provide maximum value to the sprint deliverables
- Get the game to a shippable state each sprint
- 

Games-Career.com is a service provided by:

Contribute to the performance of the company-wide Tech team

- Deliver code up to par with Paladin's coding guidelines
- Minimize bugs, and find effective solutions for technical issues
- Maintain live projects with new features and bugfixes

## ROLE BASED COMPETENCIES

- Excellent general programming skills in Unity C#.
- Experience with implementation of GUI graphics and animation for a perfect polish.
- Controls, mechanics, and "game feel" and polishing effects for the perfect game feel.
- Good grasp of system- and architecture design, best practices and programming patterns.
- Work well in a small multidisciplinary team (6-12 team members).
- Flexible attitude when it comes to getting the job done
- Review team member code and provide good feedback.
- Show excellent English communication skills, both written and verbal.



## QUALIFICATIONS

- 2+ years experience with game development in Unity C# (Gameplay, GUI, Tools programming)
- 1+ years experience with mobile game development
- Read, write and talk excellent English
- Able to work 40 hours per week at the studio in The Hague
- Plus: Unreal / C++ experience

## CULTURAL COMPETENCIES

Paladin has six core values that we're looking for in team members:

- **Synergy:** We combine our individual strengths to achieve our goals.
- **Kaizen:** We make positive changes on a regular basis.
- **Spark:** We leave a mark, providing a positive experience for everyone involved.
- **Wholehearted:** We love the work we do, and we commit to our work.
- **Adventure:** We go off the beaten tracks.
- **Autonomy:** We make decisions and take responsibility for our actions.

## WE OFFER

- □Diverse and challenging projects
- A place in a highly motivated and skilled team and an ambitious company
- Positive, healthy work environment
- Coaching and plenty of opportunities for personal development
- A high degree of freedom and responsibility
- Competitive salary and benefits

We work in autonomous development teams of 6-12 people. This ensures tight communications, a real sense of ownership and truly agile development.

Games-Career.com is a service provided by:

In our weekly round table meetings, all aspects of the company are discussed. We believe in transparency and autonomy, and this creates a high degree of freedom and responsibility. (Note that this is not for everyone, so please only apply if this concept appeals to your inner pirate!).

For more information, see [paladinstudios.com](https://paladinstudios.com) and [paladinstudios.com/blog](https://paladinstudios.com/blog).

## ABOUT PALADIN STUDIOS

*We create games that make people smile – be it a sweet twinkle, loud laugh, or evil grin.*

Paladin is a game developer based in The Hague, The Netherlands. We are a team of 40+ knights, and growing fast. Our mission is to create games with a spark for players all over the world. We achieve this goal by being a world-class game studio with soul, that brings out the best in people. That means a studio filled to the brim with creativity, professionalism, and good vibes.

Some of our recent games include:

- [Stormbound](#) – Tactical CCG combat with beautiful visuals
- [My Tamagotchi Forever](#) – The 90s reborn on your smartphone!
- [Amazing Katamari Damacy](#) – Endless roller based on the cult hit
- [Momonga Pinball Adventures](#) – An epic pinball adventure
- [Galaga Wars](#) – The classic arcade hit re-imagined

We are working on several new exciting games. Onward to ever more adventures!

## HOW TO APPLY

Does this sound good? Awesome! To apply, please fill in the application form in the link down below. First come, first serve. Please [link](#) to your portfolio and CV, or add them as attachments.

Games-Career.com is a service provided by: