

Joboffer dated from 03/22/2021

Mobile Unity 3D Developer (f/m/d)

Field:	Programmer: Mobile Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	50968
Country:	Germany

Company data

Company:	Bright Future GmbH
Street adress:	Gustav-Heinemann-Ufer 56
Zip Code / Place:	50968 Köln



Contact Person

Name:	Vanessa Kersting
Position:	Recruiter
Street adress:	Gustav-Heinemann-Ufer 56
Zip Code / Place:	50968 Köln
E-mail:	vkersting@brightfuture.de

Job description

Job Description

As a mobile Unity3D developer you will be a member of one of our game teams for a multiplatform MMO strategy and build-up game code-named "Project Emerald".



Responsibilities

- Develop and drive the mobile version of Project Emerald on iOS and Android
- Implement mobile-specific features in co-operation with your team colleagues
- Optimize the overall performance, memory footprint and rendering
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Quinke Networks GmbH
Bei den Mühren 70
20457 Hamburg / Germany

Bring the designs of our UI/UX artists to life using Unity3D and C#

- Set up and maintain a mobile build pipeline for the Android and iOS version
- Support the team in finding smart solutions to mobile-specific challenges during the production process of new features
- Implement mobile specific game & UI features
- Increase the quality of the game and handle mobile-specific issues and bugs
- You have proven experience in the video game industry

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Your Talents

- You are an expert in working with Unity3D and C#, especially in mobile game development
- You write well-structured code that is clean and maintainable
- Your skills in shader languages are outstanding and you know how to write performant shader code that is compatible to the URP
- You enjoy working independently on optimization, but also appreciate teamwork
- You are self-motivated and organized
- You have fluent communication skills in English, both verbally and written.

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Bonus

- Being an avid gamer and a passion for strategy games is a plus
- Speaking German is a bonus

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Portfolio

Please include (game-related) project references in your application:

- Well-commented code examples (GitHub or Zip)
- Executable prototypes
- Project descriptions

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