

Joboffer dated from 02/29/2024

## Unity Game Developer (m/f/d)

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

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### Company data

Company:	<b>Thera Bytes</b>
Street adress:	Zielstattstraße 10a
Zip Code / Place:	81379 München



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### Contact Person

Name:	Thorsten Feldmann
Position:	
Street adress:	Zielstattstraße 10a
Zip Code / Place:	81379 München
E-mail:	hiring@therabytes.de

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### Job description

We're seeking a passionate game developer to join our team and contribute to our upcoming VR projects, ranging from small to medium-sized ventures. As a core member of our development team, you will be responsible for handling the entire coding aspect, including VR testing and Unity editor optimizations for the UI and graphical effects. Collaborating closely with your talented team of artists, game designers, and UX experts, you will be mentored by experienced game developers who will guide you towards success.□

We can't wait to welcome you to our team!

□

### Your profile

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Quinke Networks GmbH  
Bei den Mühlen 70  
20457 Hamburg / Germany

- Excellent knowledge in C# and .Net ☐
- Profound understanding of software architecture ☐
- Good knowledge of the Unity game engine ☐
- Experience in implementing UI and UX ☐
- Worked on at least one commercial game project (released) ☐
- Comfortable with Git ☐
- Good German and English language skills ☐

☐

#### **Nice to have**

- Experience in VR development ☐
- Expertise of materials, stencil buffer and shader programming ☐
- Experience with integration of VFX and animations ☐
- Experience with profiling and performance optimization ☐
- Comfortable with Jira and Confluence ☐

☐

#### **What to expect**

- A creative team of game developers ☐
- New technologies ☐
- Own IP game development ☐
- Work-for-hire game development ☐
- Flat hierarchies ☐
- Great responsibility ☐
- Family-friendly work environment ☐
- Home office ☐

Games-Career.com is a service provided by:

- Standing desks ☐
- Memorable team events ☐
- Spendit benefit card ☐
- Employee share plan ☐

☐

To initiate your application process, kindly submit your application directly via email to [hiring@therabytes.de](mailto: hiring@therabytes.de).

If you are an artist, please enhance your application by including samples of your work or providing reference links, such as ArtStation or Behance.

For technical roles, we value the opportunity to explore your capabilities through access to git repositories.

Share snippets of code you've personally crafted and are particularly proud of.

Our hiring process is designed to be mutually beneficial, streamlining the experience for both you and us. Rest assured, every application will be acknowledged. During peak periods, our response time may be slightly extended, but we strive to make the process as efficient and enjoyable as possible.

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