**Unity Developer**

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Company: Collabrain

Location: , , Pakistan

Category: other-general

Job DescriptionResponsibilities:Collaborating with the design team to discuss gaming ideas and specificationsProblem-solving both creative and technical issuesEstablishing strategy and development pipelinesPlanning and implementing game functionalityTransforming design ideas into functional gamesDesigning and building game codesIdentifying and fixing code errors and game bottlenecksTesting game functionality and theme dynamicsEnsuring products conform to high industry standardsDesigning and building game patches and upgrades.Skillset:You'll need to have:2 years plus experience required in the specified field.Minimum bachelor's degree in the relevant field.Good communication and team working skills, to be able to liaise effectively with other members of the wider teamSelf-motivation and the ability to work independently for extended periodsPrevious experience working as a unity or Unity3D developerIn-depth knowledge of unity and Unity3D softwareKnowledge of 3D development and integrated game physicsExperience with console and mobile game developmentGood communication skillsExperience with memory and space optimizationKnowledge of scripting, animation, session management, and texturesGood troubleshooting skillsAbility to calmly problem-solve issues that may arise in an environment which can be pressuredStrong organizational and time management skills to enable you to work to deadlines and complete tasks efficientlyExcellent attention to detail to ensure work is completed to a high standard and in line with the desired styleSound knowledge and passion for games and the gaming industry.Required SkillsComputer SkillsWorking Hours: MORNING SHIFTQualification Required: COMPUTER SCIENCES

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