RLT

RACHELLE LEWIS TALENT

Animation - VFX - Virtual Production

rachellelewis.com

POSITION: Junior Game Developer
LOCATION: US Remote
CONTRACT: Full-time Staff / Permanent
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RLT is seeking a ***Junior Game Developer*** for a US-based client that is building something special: new kinds of toys, and new experiences to go along with them. This is a well-positioned startup led by individuals from the Feature and Gaming space on a mission to empower, educate, and entertain the next-gen of collectors around the world. Already receiving excellent press and employee reviews, this company is setting themselves apart from other "NFT" developers on a number of fronts.

JOB SUMMARY

We are looking for a talented Unity game developer to join our client's team. As a Unity game developer, you will be responsible for planning with a team and implementing game functionality, building the game and test code, identifying bottlenecks, and ensuring the quality of the finished product. You may also be required to build patches and install game updates. To ensure success as a unity developer, you should have extensive experience working with Unity software, excellent coding skills, and a good eye for detail. A top-class Unity developer can visualize, design, and code games that speak directly to the target market.

RESPONSIBILITIES

- Meeting with the design team to discuss gaming ideas and specifications.
- Establishing strategy and development pipelines.
- Planning and implementing game functionality.
- Transforming design ideas into functional games.
- Designing and building game codes.
- Identifying and fixing code errors and game bottlenecks.
- Testing game functionality and theme dynamics.
- Ensuring products conform to high industry standards.
- Designing and building game patches and upgrades.
- Create and maintain documentation for engineering space.

REQUIREMENTS

- Previous experience working as a Unity developer.
- In-depth knowledge of unity and Unity3D software.
- Knowledge of 3D development and integrated game physics.
- Good communication skills.
- Experience with memory and space optimization.
- Knowledge of scripting, animation, session management, and textures.
- Good troubleshooting skills.

- Excellent attention to detail.
- Able to work on projects that might involve a lot of changes
- Able and interested to work in highly iterative processes and R&D.

If you are interested in talking about this opportunity, please email us and include your resume.

If you fit the criteria, the next step would be setting up a phone call where we can give you the full download after signing an NDA.

Thank you - http://rachellelewis.com/

Contact: dana@rachellelewis.com with resume if interested.

RLT is an employer-paid talent acquisition company; there is never a fee to the candidates.