



**RACHELLE LEWIS TALENT**

Animation - VFX - Virtual Production  
rachelelewis.com

**POSITION: Game Platform Developer - Senior**

**LOCATION: US Remote**

**CONTRACT: Full-time Staff / Permanent**

**CONTACT: [katharine@\[rachelelewis.com](mailto:katharine@[rachelelewis.com)**

RLT is seeking a **Senior Game Platform 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 platform developer to join our client's team. As a Unity Platform Developer, you will be responsible for planning with a team and implementing cross game functionalities, 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 and Unity3D 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**

- Create, debug, maintain and optimize the game's platform packages, editor and related tools used for game development.
- Offer technical solutions, innovate and improve the quality of implementation, performance and usability of the editor, tools and tool chain as a whole.
- Keep the existing engine and tools up to date in accordance with the latest changes occurred in the development pipeline (e.g. new SDKs or middleware versions)
- Implement new game features and services in close partnership with the content team.
- Improve existing game features based on design requests.
- Develop the client side components for highly scalable multiplayer games.
- Write technical design documents, for milestones and internal use.

### **REQUIREMENTS**

- Minimum 5 years of working experience in game development
- Hands-on experience with Unity3D engine (editor and scripting)
- Good knowledge of an object-oriented programming language, preferably C#
- Good knowledge of gameplay programming.

- Able to work on projects that might involve a lot of changes.
- Able and interested to work in highly iterative processes and R&D.
- Able to communicate effectively with both technical and non-technical parties
- Able to provide guidance and mentorship to the programming team
- Excellent troubleshooting skills.
- Excellent attention to detail.

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://rachelelewis.com/>

**Contact: katharine@rachelelewis.com with resume if interested.**

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