



Mobile Game Developer Unity 3D

Coimbra (Portugal)

We are seeking talented Software Engineers with special skills in Unity3D. If you have these skills and you want to develop software applications for the global market this is the opportunity you are looking for.

Key Responsibilities:

- Assist in the design of mechanics, visual effects and development strategies for mobile games
- Manipulate artistic and data resources, combining them in a game engine
- Work closely with product management, other software engineers and quality teams on feature definition and release milestones
- Use agile development methodology

Additional Information:

- Job Location: Coimbra (Portugal)
- Position Type: Full-time
- We offer a competitive compensation package as well as an environment conducive to personal and professional growth

Requirements

- +2 years experience developing mobile games
- Solid experience with Unity3D
- Knowledge about mobile development (Android/iOS)
- Experience with OOP languages (C# preferably)
- 3D modeling software skills (Blender, Maya) will be a plus
- Experience with a version control system (GIT preferably)
- Know how with JIRA/Confluence will be a plus
- Must have excellent problem solving skills
- Must be self-motivated and able to multi-task

[APPLY](#)