

Unity Game Designer

Job Description

DATE: May 30, 2023

Term: May 30, 2023 - August 30, 2023

Duration: 1 Year Term

Salary: \$18.00/hr

Hours: 9:00 - 17:00 CST

Days: Monday - Friday

Manager: Darrick Baxter

Company: Ogoki Learning Inc.

About the Position

We are seeking a skilled and passionate Unity Game Developer to join our educational app development company. As a Unity Game Developer, you will be responsible for creating engaging and interactive games and simulations that enhance the learning experience of our users. You will work closely with our design and content teams to translate educational concepts into compelling and immersive gameplay.

Responsibilities:

1. Collaborate with the design and content teams to understand educational objectives, game mechanics, and user requirements.
2. Develop high-quality, interactive games and simulations using Unity and C#, adhering to project timelines and requirements.
3. Implement game mechanics, controls, and user interfaces that provide an intuitive and engaging user experience.
4. Create and integrate 2D and 3D assets, animations, and visual effects into the game environment.
5. Collaborate with instructional designers and subject matter experts to ensure that game content aligns with educational objectives.
6. Conduct thorough testing and debugging of games to ensure optimal performance and a bug-free user experience.
7. Optimize game performance for various platforms, including mobile devices and web browsers.

8. Stay updated on industry trends, new technologies, and best practices in game development and educational gaming.
9. Collaborate with other developers and cross-functional teams to integrate game features with backend systems and APIs.
10. Provide technical expertise and guidance during the planning and prototyping stages of new game projects.
11. Assist in documenting game development processes, workflows, and technical specifications.
12. Participate in code reviews, provide constructive feedback, and collaborate to improve code quality and efficiency.

Requirements:

1. Bachelor's degree in Computer Science, Game Development, or a related field (or equivalent practical experience).
2. Proven experience in Unity game development, including the successful completion of game projects.
3. Proficiency in C# programming language and Unity game engine.
4. Strong understanding of game mechanics, physics, and gameplay systems.
5. Experience in developing 2D and 3D games, including asset integration, animation, and visual effects.
6. Familiarity with game design principles and the ability to translate educational concepts into engaging gameplay mechanics.
7. Solid understanding of mobile app development and deployment processes for iOS and Android platforms.
8. Knowledge of version control systems (e.g., Git) and agile development methodologies.
9. Excellent problem-solving skills and ability to debug and optimize code for performance.
10. Strong communication and collaboration skills to work effectively with cross-functional teams.
11. Passion for educational gaming and a strong desire to create meaningful and impactful learning experiences.

Join our team and make a difference in the field of education by creating innovative and engaging games that inspire and educate our users. We offer a collaborative and dynamic work environment, opportunities for professional growth, and the chance to work on cutting-edge projects that have a positive impact on learners of all ages.