Tecknotrove Systems (I) Private Limited

Job Title:	Unity Developer	Department:	Software
Location:	Andheri - East, Mumbai	Position Type:	Full-time
Experience:	1-3 years of relevant experience		

About Tecknotrove Systems

Tecknotrove Systems is a young and dynamic technology company headquartered in Mumbai. Tecknotrove is Asia's leading training and simulation company focused on developing simulation and virtual reality solutions for critical applications.

With a team of over 120 talented employees, we have delivered projects in over 24 countries around the world. Our expertise lies in creating virtual worlds for critical applications using simulators and AR/VR technologies.

The Company offers solutions for growing Industries like Automobile, Aviation, Defence, and Mining. Our corporate office is based in Andheri, Mumbai, and the manufacturing facility is in Gujarat.

Position Summary

We are looking for a Unity 3D Developer to join our software team! As a developer, you will be responsible for implementing game functionality and translating design ideas, concepts, and requirements into a functional and engaging product.

Roles and Responsibilities

Design and Development

- Design and develop games on the Unity platform, as per the design document and given specifications. (character or vehicle control, AI, game GUI, scoring, and other game elements)
- Comprehensive research and development is required for developing the game and its features.
- Troubleshoot and test the game including debugging.
- Contribute unique and personal ideas toward all aspects of the game's production and development.
- Identify bottlenecks and bugs, and devise solutions to address and mitigate these problems. Direct experience with game logic, particle systems, client-server communication scripting, and big data collection.
- Implement saved game data, like player progress, in a structured and extensible format like JSON or XML.
- Ability to deal with more than one project.
- Develop & Implement Algorithms using C#.
- Gameplay programming.
- Integrate 3rd Party Plugins.

Customer Interface (External and Internal)

- Interact with clients as and when required.
- Understand client requirements and translate same into game design
- Work closely with a cross-functional team of developers, designers, and researchers to come up with a one-of-a-kind solution.

Team & Stakeholder Management

- Work with your manager and senior management team to ensure the implementation of the organization's goals.

Job Requirements and Qualifications	
Education	Bachelor/Masters (Specialization in Computer/IT or relevant field)
Experience	1-3 years as a Unity/Game Developer
Skills & Competencies	**Technical** - Programming languages Known C, C++ or C#, SQL. (should have up to 3 years of experience in coding) - Game engine knowledge: Unity 3D, Unreal, Torque3d, Cocos, or any other game engine. (Should have a minimum 3 years of experience) - Knowledge of game engine including GUI, asset bundles, materials/shaders, and iPhone/Android deployment. - Knowledge of "version controller" like Git. - Good knowledge of vehicle physics, game physics, and particle systems. 3D math skills. - Should have been a part of the entire life cycle of Game development. - Should have been a part of the development team of a minimum of 2-3 published games. - Experience in coordination with the UI development team. Experience with third-party libraries and APIs. - Working knowledge of the general mobile landscape, architectures, trends, and emerging technologies. - Experience with multiplayer game development. - Strong knowledge of object-oriented programming. - Constantly learn and stay in touch with evolving game standards. **Behavioural** - Should be passionate, and energetic and love to play games and enjoy making them too. - Should be a Game enthusiast, flexible to changes. - Excellent communication and leadership skills. Good Team Player. - Should be proactive and have excellent problem-solving skills. - Must have excellent communication skills. (Verbal, written, presentation). - Ability to work within deadlines and under time pressure.