

**Tecknotrove Systems (I) Private Limited**  
**Simulation | Virtual Reality | Augmented Reality | Gamified Learning**

<b>Job Title:</b>	Senior Developer	<b>Department:</b>	Software
<b>Location:</b>	Andheri - East, Mumbai	<b>Position Type:</b>	Full-time
<b>Experience:</b>	4 - 7 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. We develop immersive training solutions for critical applications for industries like Automotive, Aviation, Mining, Defence, Nuclear and Industrial safety.

With a team of over 120 talented employees, we have successfully delivered projects in over 26 countries around the world. Our expertise lies in creating virtual worlds for critical applications using simulation and AR/VR technologies. We are headquartered in Andheri, Mumbai, with offices in Delhi and the Middle east and a manufacturing facility in Gujarat.

**Roles and Responsibilities**

**Design and Development**

- Work as a significant part of the software team in developing cutting-edge simulation & VR solutions.
- Design and develop games on the Unity platform, as per the design document and given specifications.
- Comprehensive research and development is required for developing the game and its features.
- Troubleshoot and test the game including debugging & identifying bottlenecks to devise a solution.
- Contribute unique and personal ideas toward all game production and development aspects.
- Ability to work in a team and manage more than 1 project at a given point in time.
- Develop & Implement Algorithms using C#.
- Should have knowledge of gameplay programming.

**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 develop a unique solution.

**Team & Stakeholder Management**

- Mentor and Coach the team to enhance their skills and competencies.
- Work with your manager and senior management team to ensure the implementation of the organization's goals.

<b>Job Requirements and Qualifications</b>	
<b>Education</b>	MCA/BSC/BE/ME or a relevant degree in computer science or IT
<b>Experience</b>	4+ years as a Unity/Game Developer
<b>Skills &amp; Competencies</b>	<p><b>Technical skills required:</b></p> <p><b>Must have:</b></p> <ul style="list-style-type: none"> <li>● Must have developed games as per design document and given specifications using Unity 3d game engine as a platform.</li> <li>● Minimum 3 years of experience in 3D game development</li> <li>● Very strong C, C++, C#, and object-oriented programming skills (Mandatory).</li> <li>● Strong understanding of programming best practices and various design patterns in games.</li> <li>● Should have been a part of the entire life cycle of a minimum of 2 published games/projects/applications.</li> <li>● Ability to work both within a team and independently as per requirements from time to time.</li> <li>● Strong reporting and documentation skills</li> <li>● Strong debugging skills.</li> </ul> <p><b>Good to have:</b></p> <ul style="list-style-type: none"> <li>● Graduation in game development</li> <li>● Experience with multiplayer game development.</li> <li>● Knowledge of "version controllers" like Tortoise SVN, Git.</li> <li>● Mentor and Develop junior members of the team</li> <li>● 3<sup>rd</sup>-party software integration using API.</li> </ul>