

JD for Sr. Unity Tech

Digital Rhombus Studios Pvt. Ltd.



About Us:

Digital Rhombus Studios Pvt. Ltd. is a new media company that builds business solutions for the Virtual Reality platform. We currently design, develop and deliver business solutions in the AR, VR and MR space. Our deliveries begin from browser based 360 VR to immersive VR and augmented on the Rift and HoloLens.

Primary Requirement:

The company is seeking a Unity 3D and C# Developer to help implement solutions for several brand new exciting projects. Working closely with our extended team, the developer will be responsible for the overall implementation and direction of the new products. The ideal candidate should have prior programming & Unity development experience, good verbal and written communication skills, an eye for organisation and time lines, and an innate analytical sense.

Experience:

4-5 years

Essential Duties & Responsibilities:

- Consistently develop features of high level quality, on several platforms, by gathering requirements, designing solutions, implementing robust code, testing and debugging.
- Should have complete knowledge of development platforms - Unity, Vuforia, AR Kit/Core etc.
- Work with interaction designers, developers, artists, animators, audio engineers and other programmers to design scalable and flexible products.
- Create efficient, optimised code while working with 3rd party libraries and tools.
- Understand memory and performance limitations of target hardware.
- Understand and be able to conform to the standards of target hardware.
- Share and participate in continually improving the processes with which the project is being developed.
- Collaborate and communicate with non-technical disciplines to improve the project.
- Willingness to receive, create and maintain detailed task lists from team leaders.
- Perform other duties as required.

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Required Skills:

- Strong programming in C++/C# (5+ years).
- Experience with Unity 3D Engine.
- Experience supporting all stages of the development lifecycle.
- Experience with NGUI extension to Unity.
- Knowledge of Visual Studio programming environment.
- Ability to work in cross platform environments (Windows, iOS, Android).
- Ability to architect systems from scratch.
- Software prototyping to convey quick ideas.
- Works well both in a team and independently.
- Active skills improvement ability.

Education:

Bachelor's Degree. (Computer Engineering would be preferred)

Desired Skills:

- OpenGL/DirectX.
- Prior industry VR/AR development.
- Mobile Apps (iPhone, Android, etc.).
- Prior experience with interfaces, GUIs a significant plus.
- Ability to quickly and efficiently convey technical and complex ideas to solutions.
- Project lead experience.
- Unity 3D, Vuforia, AR Kit/Core etc.
- Working & functional knowledge of Unreal Engine will definitely attract attention.

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Position Detail:

Salary: Industry standard but not limited based on ability, negotiable.

Location: Mumbai, Andheri (East)

Type: Permanent

Language: English, Hindi

Other Skills: Familiarity with MS suite of products
Good English writing skills (to facilitate communication with clients)
Ability to nurture, lead and motivate teams.

Personality: Pleasant, friendly and eager to work and learn.

Contact:

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