



Strawberry Fields Interactive INC. is looking for a full-time Senior Unity Developer

Project Title: Aeksia

Genre: Multiplayer VR RPG

Senior Unity 3D Developer (VR)

We are building a new style of multiplayer RPG game in VR, and we are looking for a talented senior Unity developer to join our multidisciplinary team to bring this vision to life.

As a senior unity developer, you will be a leader on our team. You are responsible for transforming design ideas, concepts, and requirements into functional and engaging game experiences. You have a proven track record working with Unity and Unity3D software to bring products to market. You obviously have excellent coding skills with a good eye for detail. Most importantly, you enjoy collaborating and working in a team environment.

WHAT IS AEKSIA?

Aeksia is a new style of Multiplayer VR RPG. It borrows the best RPG experiences from Action, Tabletop, Adventure and LARP RPGs and transforms them into a distinctive play experience that is only possible through multiplayer VR.

Responsibilities:

- Maintain a sense of humour in stressful and creative situations
- Collaborate with a distributed global team to transform design ideas, concepts, and requirements into functional and engaging game experiences
- Write clean, high-quality, high-performance, maintainable code
- Lead and participate in code reviews
- Write and maintain necessary documentation
- Ensure the best performance, quality, and responsiveness for our game
- Work within a SCRUM framework
- Contribute improvements and suggestions, driving the quality of the code and processes throughout the entire production cycle

Leadership Requirements:

- An effective mentor for intermediate and junior developers
- A strong advocate for collaboration and interdisciplinary problem-solving
- An effective communicator of complex issues and solutions to a wide range of audiences
- Manages conflict with tact and confidence
- Highly committed to excellence; constantly looks for ways to raise the bar in order to achieve excellence in all areas

- Part of the hiring process for future colleagues

Demonstrable skills and experience:

- 3+ years of experience in Unity3D and VR
- Thorough understanding of game development pipelines
- Proficiency with code versioning tools such as Git
- Understands the challenges, approaches and solutions for multiplayer products in VR
- Photon Engine or other multiplayer platform for Unity
- Effective application of game physics to enhance play experience
- Scripting, textures, animation, GUI styles, and user session management
- Profiling and optimizing game and render performance
- Identifying application bottlenecks and bugs
- Implementing automated testing platforms and unit tests
- Quickly creating prototype to showcase new designs and interaction patterns

BONUS: You are an active tabletop RPG player