

Sr Unity Developer wanted (Unity3D)

We are looking for a Senior Unity Developer to join our growing team in creating science-based brain training games and diagnostics. Our goal is to solve some of our society's big and complex problems with a product that is easy and engaging to use.

We are looking for someone with a solid experience in developing professional software products in Unity, a good understanding of technical architecture and a structured approach to writing code as well as the development process in general. You will primarily be working with our development team consisting of two Unity3D Developers, two backend (serverside) developers, our 3D/2D artist, and our producer and designer.

We are looking for an experienced developer who has:

- 5+ years of experience developing games and/or apps in Unity
- Experience with game (entity) architecture
- Shipped one or more successful commercial games/apps
- In-depth knowledge of using Unity and best practices
- Intimate with using version control (git)
- Strong work ethic and willingness to learn new things
- Good communication skills and fluent in English
- Team player attitude and who is open to direction, feedback, and discussion
- Overview to prioritize and work independently in periods
- Good understanding of general UI and UX principles, best practices and the ability to translate UX design to code
- Experience in client / server application development
- Has implemented some form of automated testing, using continuous integration / delivery
- Experience with common coding principles like S.O.L.I.D and design patterns
- Experience with client implementation of web API
- Experience with XML
- Strong collaboration skills and experience working in agile development teams
- Have a drive to learn and master new technologies
- Can formulate and discuss abstract design and concepts and turn them into working software
- Enjoy working in a passionate team with an informal culture
- Motivated by thinking “out of the box” and sometimes solve complex challenges in an unconventional way

Bonus points if you can tick off one or more of these:

- Experience with building and releasing mobile (iOS/Android) solutions
- Experience with game development related performance optimizations (eg. runtime execution, build size, mobile-specific, etc)
- Experience with full-stack development and dev-ops
- Experience with AI/ML
- Experience with large and complex data as well as general data science
- Experience working with medical software, digital therapeutics or other science-driven solutions.
- Bachelor or Masters degree in computer science or equivalent relevant qualifications
- Passionate about games, gameplay and game development
- Practical experience with Ruby on Rails and PostgreSQL
- Working in a startup or having a startup mentality
- Experienced Apple developer enthusiast

To help us with:

- Design, build and maintain efficient, reusable, and reliable code
- Manage and structure that code, process, and technologies all play nicely together
- Scope implementations and ship solid solutions in time
- Work together with the development team on improving and expanding the product

Practical info:

- We have a very agile approach to development
- A job in a fast-growing international startup with huge ambitions and potential
- Lots of responsibility, and a chance to shape your own role as we grow
- Very open atmosphere, with a bunch of interesting colleagues
- The position is full time, but the work hours are flexible (including working remotely)
- Salary depends on qualifications and seniority
- Flexibility to work at home
- Office is located in Copenhagen, Nordhavn, very close to the Metro
- Self managed work - life balance
- Warrants
- We are continuously reviewing applications - job start is "as soon as possible"

About us:

Brain+ is a Danish digital therapeutics company.

Our Vision: To find the digital cure to brain diseases through games and exercises.



Since 2012 Brain+ has been developing a novel method and digital platform for cognitive training and neurorehabilitation in collaboration with leading neuro-scientists and medical professionals. Our adaptive algorithms ensure high-intensity, high-precision cognitive training. This is all achieved through a diverse team of currently 18-persons with a competence mix including in the technical, scientific, health, gaming and commercial realms.

We at Brain+ are guided by our core values that we 'care for people', this includes both the customer and our team. We constantly strive to develop and improve people's lives whether it is through therapeutic treatment or the growing of skills of our team.

We value diversity at our company. We do not discriminate on the basis of race, religion, color, national origin, gender, sexual orientation, age, marital status, veteran status, or disability status.

Do you want your work to make a difference in people's lives? Do you believe your particular skills can take our games to the next level? If so, we would love to hear from you. Send your application and CV to job@brain-plus.com, and please write "Sr Unity Developer Wanted" in the email subject field.