

Unity3D C# developer wanted

We are looking for a Unity Developer to join our team in creating science-based brain training games and diagnostics. As a Unity Developer at our company, you will be responsible for implementing game functionality, translating design ideas, concepts, and requirements into functional and engaging virtual worlds.

We are looking for an experienced developer who has:

- 2 years experience programming C#
- In-depth knowledge of using Unity and best practices
- Experience developing 3D games
- Experience implementing User interfaces
- Experience using version control (e.g. git)
- Someone with a strong work ethic and willingness to learn new things
- Good communication skills and fluent in English
- Team player who is open to direction, feedback and discussion
- Can manage priorities and work independently for longer periods

Bonus points if you have experience with any of these:

- Having shipped one or more commercial games/software
- Experience with building and releasing mobile (iOS/Android) solutions
- Experience with game development related performance optimizations (e.g. runtime execution, build size, mobile-specific, etc)
- Experience writing shaders / technical art
- Good understanding of general UX principles
- Has implemented some form of automated testing
- Experience with implementation of design patterns
- Have experience with Unity's UGUI system for UI
- Knowledge of common coding principles like S.O.L.I.D
- Experience with client implementation of web API
- Experience with XML
- 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

To help us with:

- Design, build and maintain efficient, reusable, and reliable code
- Plan and implement new game and user interface features
- Hunt down and squeeze nasty bugs
- 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 start-up 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 (including potential stock-option plan)
- 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.

Brain+ has spent 7 years developing a novel method and digital platform for cognitive training and neurorehabilitation in collaboration with leading neuroscientists and medical professionals. Machine learning ensures high-intensity, high-precision cognitive training 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.

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 “Unity Developer Wanted” in the email subject field.