



Unity Games Developer (f/m/d)

Berlin - Full-time - 743999919405074

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We are looking for a Unity Developer to join us and work with one of our games, which is played by millions of players. At Kolibri Games, we have a unique approach to development: we work in weekly sprints and release features/updates on a weekly basis. You would therefore actively contribute to the ongoing development of new features, directly impacting a hugely popular game. To achieve sustainable results, you will work in collaboration and report directly to the game's Lead Developer in the following areas:

Responsibilities

- Implement UI, game logic and new features in a fast and agile environment
- Optimize game elements by incorporating player feedback
- Write tests and robust code to be used by millions of users
- Show ownership and be accountable for the development of new features
- Assist game designers by contributing with new ideas
- Contribute your expertise and skills in a cross-discipline team environment

Required skills

- Experience with Unity3D
- Software development experience in C#
- Experience in non-gaming contexts is also relevant. We value your experiences and expertise, therefore do not hesitate to apply
- Ability to quickly get up to speed with existing code and find solutions to technical problems as a team
- Awareness of and ability to leverage industry best practices and solutions and apply the right solution for a given problem
- Must be proactive, self-directed and organized

Desirable skills

- An understanding of different game technology areas (e.g. gameplay, graphics, tools etc.)
- Familiarity with reactive programming and dependency injection frameworks, e.g. UniRx or Zenject

- Work experience on games with LiveOps features
- experience writing automated tests
- A passion for games