

Junior Unity 3D Programmer

Description

AMMACHI Labs specializes in developing Virtual Skill Labs (VSL) that provide hands-on skill training through immersive simulations and interactive learning environments. We are seeking a Junior Unity 3D Programmer to assist in developing game-based training modules and simulations using Unity 3D.

Position Overview:

As a Junior Unity 3D Programmer, you will work with senior developers, 3D artists, and instructional designers to create interactive and immersive training experiences.

You will assist in implementing gameplay mechanics, UI interactions, physics-based simulations, and performance optimizations in Unity.

Responsibilities

1. Unity 3D Development & Programming
Develop and implement gameplay features, interactions, and UI elements in Unity.
Write clean, efficient, and well-documented C# scripts for game logic and functionality.
Integrate animations, physics, and AI behaviors into training simulations.
2. Performance Optimization & Debugging
Optimize game performance for smooth real-time interactions.
Identify and fix bugs, glitches, and performance issues in Unity projects.
Implement best practices for memory management and code efficiency.
3. Collaboration & Asset Integration
Work closely with 3D artists and animators to integrate assets into Unity.
Collaborate with UX designers to ensure smooth user interactions and workflows.
Assist in testing and debugging to refine user experience.
4. Version Control & Deployment
Use Git, SVN, or other version control systems to manage code updates.

Assist in building, packaging, and deploying Unity applications across platforms (PC, Web, VR).

Qualifications

Bachelor's degree in Computer Science, Game Development, or a related field.

0-2 years of experience in Unity development.

Strong proficiency in C# programming and Unity's API.

Understanding of game physics, UI development, and object-oriented programming.

Familiarity with 3D modeling, animation, and asset pipelines (Blender, Maya is a plus).

Preferred Skills:

Basic knowledge of Unity3D development.

Experience with Unity UI and scripting for interactive interfaces.

Familiarity with game AI, shaders, and physics-based simulations.

Hiring organization

Ammachi Labs

Employment Type

Full-time

Date posted

April 11, 2025