

Unity3D Technical Lead

Hiring organization

Ammachi Labs

Date posted

November 7, 2024

Description

We are seeking an experienced Unity3D Technical Lead to oversee the development of high-quality interactive applications and games. This role requires an individual who can provide technical expertise, guide project architecture, and ensure seamless integration of assets, code, and systems within the Unity platform. The successful candidate will provide technical leadership, mentor a team of developers, and ensure the delivery of robust and scalable Unity-based solutions.

Responsibilities

Technical Leadership: Guide the development team in best practices, architectural decisions, and coding standards to ensure high-quality deliverables. Establish and enforce best coding practices, design patterns, and efficient workflows.

Project Management: Collaborate with project managers to define project scopes, timelines, and resource allocation, ensuring projects are delivered on time and within budget.

Team Mentorship: Provide guidance and support to developers, fostering a collaborative and innovative environment.

Code Development and Review: Engage in hands-on coding, perform code reviews, and ensure adherence to coding standards and best practices.

Cross-Functional Collaboration: Work closely with designers, artists, and other stakeholders to translate creative concepts into functional applications.

Performance Optimisation: Identify and resolve performance bottlenecks, ensuring applications run smoothly across various platforms.

Continuous Improvement: Stay updated with the latest industry trends and technologies to drive innovation within the team.

Qualifications

Educational Background: Bachelor's or Master's degree in Computer Science, Software Engineering, or a related field.

Experience: A minimum of 6-8 years in software engineering, with at least 5 years focused on Unity3D development. Prior experience in a leadership or technical lead role is essential.

Technical Proficiency: Expertise in Unity3D, C#, and object-oriented programming. Familiarity with 3D modelling, animation, and game physics.

Project Experience: Demonstrated experience in leading projects from concept to deployment, particularly in mobile or console gaming.

Communication Skills: Strong verbal and written communication skills, with the ability to articulate complex technical concepts to non-technical stakeholders.

Problem-Solving Abilities: Proven track record of identifying issues and implementing effective solutions in a timely manner.

