

Game Engineer (Unity)

Apply by reaching us at careers@lorenine.com

Job Description

LORE NINE is looking for dedicated individuals who are interested in evoking meaning and emotions through their art in crafting video games, while working in an inclusive and respectful environment. We are looking for a versatile Game engineer who is interested in crafting detailed functionalities that serves the production and is well-versed in the Unity engine, programming and designing tools for other team members.

Responsibilities

- General programming in game development, including optimization and debugging.
- Support the production team in the development of tools and implementation
- Following outlined technical directives, design choices and technical limitations
- Taking responsibility for assigned tasks and for following up with the project's director
- Participate in meetings with the development team and subcontractors
- Ensure that game components and functionalities respect the technical direction requirements of the game and meet quality standards
- Work closely with the Technical Director and take technical feedback and directions

Personality

- Must be mature, professional and dedicated to their craft
- Must be Open and respectful toward all team members and the work itself
- Curious and self-critical
- Great relationship skills, organization and autonomy
- Proactive, self-automated and disciplined
- Interested in enhancing their work
- Exhibiting organisation and attention to detail in one's work
- Interested in working in video games for a greater sense other than fun
- Looking to be part of the core members of an emerging Indie Game studio

Qualifications

- A bachelor's degree in computer science or computer engineering or equivalent
- Excellent proficiency in C#
- Excellent knowledge of Unity Engine
- Good analytical and synthesis skills and attention to details
- Solid problem-solving skills
- Fluent in English speaking and written

Good to have

- Knowledge in Godot
- Knowledge in other programming languages

Salary & Employment

- Fulltime, 9-5 Monday-Friday, 40h/week
- Possibility of flexible schedule
- Fully remote position
- In-real-life team meetings once every 2 weeks (post-covid only)
- 45 000\$ - 60 000\$ depending on experience