



<b>Job Title:</b>	Unity Developer (Intern)	<b>Department/Group:</b>	Product Operations
<b>Location:</b>	Remote	<b>Travel Required:</b>	N/A
<b>Level/Salary Range:</b>	\$25.00 per hour	<b>Position Type:</b>	Part Time
<b>Supervisor</b>	VP of Product Operations	<b>Date Posted:</b>	5/1/2023

**Job Description:**

We are seeking a highly motivated and skilled Unity Developer (Intern) to join our team. The ideal candidate should be passionate about developing apps and games and have experience with Unity3D and its material and shader system.

**RESPONSIBILITIES:**

- Realize new apps and games from concept to delivery, including optimization and debugging.
- Collaborate with designers and artists to develop prototypes and proof of concepts.
- Monitor progress and provide timely updates on tasks.
- Create Unity 3D objects and art and have a solid understanding of all phases in the 2D/3D rendering pipeline.
- Optimize scenes and environments to reduce draw calls and triangle count.
- Be fluent in C#, Java, and Wave SDK.
- Write neat, robust, and serviceable code with good documentation.
- Work with version control systems, such as Git or SVN.
- Be familiar with rapid prototyping and iteration methodologies, such as Scrum or Agile.
- Possess excellent problem-solving skills and be able to troubleshoot issues independently.
- Have good communication skills and be able to work collaboratively with others.
- Have experience with systems, such as VR headsets communicating via Wi-Fi with an Android tablet.
- Be able to create a 360-room application with furniture and objects that can be turned on and off via a connected Android tablet.

**REQUIREMENTS:**

- Currently pursuing a bachelor's or master's degree in computer science, Game Design, or a related field.
- Strong understanding of Unity3D and its material and shader system.
- Familiarity with 2D and 3D game development concepts and practices.
- Strong coding skills in C#, Java, and Wave SDK.
- Good understanding of version control systems, such as Git or SVN.
- Ability to work in a fast-paced, deadline-driven environment.
- Strong communication and collaboration skills.
- Knowledge of VR development is a plus. Preferred Skills

**ADDITIONAL NOTES**

This is a paid internship position, and the duration of the internship will be determined based on the availability and performance of the candidate. If you are passionate about game development and have experience with Unity3D, we encourage you to apply for this exciting opportunity.

**To apply please send resume to:** [robin@myndvr.com](mailto:robin@myndvr.com)