https://simleader.ca/en/job/unity-programmer-intermediate-senior/

Unity Programmer (Intermediate – Senior)

Hiring organization
Sim Leader

Employment Type
Full-time

Job Location
Saint-Hyacinthe, Québec, Canada

Working Hours
Flexible

Date posted
May 29, 2024

Description

Under the direction of the lead programmer, the work will involve improving the vehicle and pedestrian traffic system in our simulations.

Qualifications

- Bachelor's degree in Computer Science or equivalent experience
- 6 years or more of professional programming or development experience
- 4 years or more of development experience with Unity
- Excellent command of the C# language
- Knowledge of Unity's Unet networking (Asset)
- Excellent knowledge of performance constraints and optimization
- Knowledge in AI (Asset)
- Positive attitude and excellent communication and interpersonal skills
- Interest in advancing cutting-edge technology and development methodologies

Job Benefits

- Flexible hours
- A cheerful and motivated team full of video game and simulation enthusiasts
- A work environment where your ideas will be valued
- Cutting-edge technology
- Possibility of remote work
- Opportunity to receive funding for online training
- Social club