Unity Technical Lead (f/m/d) - Kolibri Games

Berlin - Full-time - 743999973832278

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Unity Technical Lead (f/m/d)
If you love making games and working in close collaboration with talented people in a cross-functional team, while facing all the technical challenges of scaling games to millions of players around the world, then we want to hear from you.

We are on a mission to reinvent idle. Our players love the mechanics and the games we made so far have reached more than 200 million players. We are looking for an experienced technical lead developer that is passionate about joining us in that mission to continuously iterate on game prototypes and deliver awesome games to millions of players around the world, which they will enjoy for many years. You will be the leading technical force in a small game team, driving the practices and development of the games. You will guide and support other developers, working together to ensure that we are ready to tackle all upcoming technical challenges. You will have a direct impact on how we build and grow the games, how we work together and what practices are used, keeping a close collaboration with the production team and other leads. You will also join the game development leadership group and have the opportunity to contribute to the overall game development community at Kolibri Games.

Responsibilities

- Development of new gameplay components and implementation of new features
- Design and implementation of game architecture patterns
- Ensuring maintainability, scalability and world-class quality of the systems created in the game
- Coach and mentor other developers to help them grow in their careers
- Work closely with the product to identify technical improvements
- Collaborate often within a cross-functional team
- Support planning by estimating effort and breaking down complex features
- Strive for high code quality standards, like readable and scalable software
- Support the hiring process of new developers

- More than 3 years of experience in mobile game development
- Proven experience working in software development, with Unity and C#

- Broad knowledge of best practices in game development
- Broad knowledge of game architecture patterns
- An agile mindset, very familiar with agile game development practices
- Clear and precise communication skills in English
- Strong ability to prioritize tasks and projects
- Willing to constantly learn and grow further

Desirable skills

- A passion for prototyping games
- Experience improving runtime performance and memory usage of mobile games is a plus
- Knowledge of dependency injection and reactive programming, in particular with the Zenject and UniRx libraries
- University degree in Computer Science or a related field