

Unity Technical Artist

ZiMAD



Детали

Тип занятости: Полная
Регион: Удаленная работа
Веб-сайт: <https://zimad.com/careers/>

Описание

Are you passionate about your work and want to pursue your dreams?

Join the ZiMAD team, and let's collaborate to create exceptional games together!

ZiMAD is a US mobile game publisher and developer that has been at the forefront of the gaming industry since 2009. We are a dynamic multinational team, speaking 15 languages and living in 63 cities across 17 countries. With an impressive portfolio of world-class free-to-play projects, including titles like Magic Jigsaw Puzzles, Puzzle Villa, Art of Puzzles, Dominoes, and many others, we constantly push boundaries and believe that games can be more than just entertainment.

We've forged partnerships with internationally renowned IPs (like Disney, Nickelodeon, LIFE, Sony Pictures etc.) and strive to develop games that sharpen mental well-being and deliver remarkable user experiences.

We are currently looking for an experienced **Unity Technical Designer (Junior/Middle)** to reinforce our team.

Responsibilities:

- Set up in-game windows, interfaces, and game objects on the Unity engine of different versions and projects
- Search for performance issues and optimize graphics of the gaming projects (minimize the area and volume of the graphic resources, optimize the slicing and setup of UI and gaming objects, minimize the number of draw calls, optimize performance and volume of animations and effects)
- Communicate with Artists, Animators, and Developers to work out optimal structural solutions

Requirements:

- Two or more years of experience in working with Unity
- Experience in UI layout development with Canvas
- Experience in working with TextMeshPro

- Interface setup for the dynamic layouting (portrait, album) (4:3, 16:9)
- Experience in setting up animations with the help of Animator using BlendTree and StateMachine
- Knowledge of import formats and texture settings in the engine (ETC2 PVRTC ASTC)

Preferably:

- Experience in working with Unity 2019.4.X and newer versions
- Experience in working with Nested Prefabs
- Experience in working with Spine assets
- Experience in working with AssetBundles

Will be a plus:

- Experience in working with version control systems (Git)
- Experience in working with task trackers (Jira)
- Basic Unity programming skills (C#)
- Experience in creating and editing shaders
- Experience in working for gaming companies
- Personal gaming projects
- Higher technical education (even unfinished)
- Knowledge of the English language

We offer:

- Opportunity to work for ZiMAD, a US company with a diverse portfolio of global free-to-play (F2P) projects with a multi-million monthly user base
- Involvement in the entire product development cycle
- Career growth prospects within an international company
- Remote work opportunities
- Flexible working schedule
- Bonuses based on the achievement of KPIs and financial results of projects
- Paid conferences, training (including language courses), and workshops
- Opportunity to have sessions with psychologists to improve your mental health and well-being
- Participation in charity projects