

Senior 3D Graphics Unity Engineer

Responsibilities

- Lead Unity3D and 3D Graphics technology development
- Oversee, direct, and develop Unity3D SDK and API
- Direct and manage Unity application and demo development
- Manage optimization of Unity SDK and 3D Graphics compatibility/support to ensure best performance for developers and end users
- Work closely with founders and core team to reach short term and long term goals; managing Unity plug-in and other 3D graphics needs.

Qualifications

- Advanced Unity3d and 3D Graphics engineering experience, with ability to create content as well as code/script using C#
- Advanced understanding of Unity3d native as well as 3rd party plugin interfaces

- Proficient with Unity3d development for networking and mobile deployment
- Technically creative with a demonstrated ability to create photo realistic and interactive 3D graphics
- Strong background and interest in the evolution and road map of global 3D Graphics
- Experience with C++ and JAVA
- Experienced in working with and managing 2nd/3rd parties developing with Unity3D
- Able to manage and understand related QA and testing
- BA/BS/Technical/Unity Training preferred

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