Our Berlin-based innovative game development studio is looking for a passionate **Unity Developer** to join our team for our current and future projects. We recently produced the educational game Sibel's Journey, which will be published on App Store, Play Store, itch.io and Steam.

This role involves a broad range of tasks related to implementing game functionality by translating design ideas, concepts and requirements into a functional and engaging game. All our team members are expected to help craft the current and future direction of our IPs by contributing ideas and opinions.

If you feel this ad speaks to you, send your resume and portfolio until 01.12.2022 to
serenad@foodforthoughtmedia.com

Responsibilities:

• Programming the Game Loop and additional modules and APIs in a modular approach

• Building a stable game architecture and backend functionalities
• Cooperating closely with the game design department in defining the systems behind the game
• Implementing continuous improvements and iterations to the product in a lean approach
• Taking on the role of a technical contact point regarding the game for internal and external communication

Your profile:

• Graduated in computer science, game development or a comparable course
• 2+ years of work experience, min. 1 shipped product
• Experience with Unity 3D
• Very well structured, clean coding
• Capable of working with deadlines
• Prepared and able to explain technical issues in an understandable way to non-techies
• Willing to work in a team and to communicate with each other

Benefits:
• You'll develop the games you really care about and bring all your creativity and passion into it

- We are a very social company with international production possibilities
- You'll be working in a diverse and international team, where the team is everything and everybody is important
- We have a great workplace in lively Berlin-Neukölln
- We all get 2+ weeks of vacation
- We offer a competitive salary
- You'll have plenty of opportunities for career growth
- We offer the option to work remotely up to 80%

Founded in 2019, our Berlin-based collective Food for Thought is made up of experienced and well-established players from the games and culture sectors. Our primary focus is to develop educational computer games, media and cultural projects using creative technologies. The topics we address include ableism, accessibility, climate, environment, cultural heritage, gender, identity, LGBTQIA+, public sphere, racism and sexuality.