

Mid Level Developer Role

Posted 22nd Jan 2021

We're looking for a Mid-Level Unity Developer to join a growing team based in Baltic Business Quarter, Gateshead. Since forming in 2014 we have created first-person, narrative-led games including *A Chair in a Room: Greenwater* and *The Exorcist: Legion* on PC, PSVR and Quest, and the physics-based mayhem *Hotel R'n'R* on PSVR and PC. We are currently looking to expand due to exciting new projects in development.

Role and Responsibilities:

- Responsible for creating computer code which runs and controls a game
- Producing the technical specification of the game
- Provide timing and expectations for the development of gameplay features
- Handle the pressure of multiple projects at once with a composed and positive attitude
- Be able to communicate your ideas and vision to team members
- Take responsibility for creating polished final features
- Be self-motivated, task-orientated with an eagle eye for the details (we're responsible for our own Project Management)
- Be on top of the latest technology and techniques

What we need:

- 1 - 2+ years experience
- Excellent understanding of Unity engine
- Excellent knowledge of C#
- Can quickly concept, prototype and test features
- Good working practice, understanding of debugging and code optimisation
- Positive personality with a genuine love of games and making things
- Experience with source control (Git)

Personal conduct:

- Be approachable, listen to what people need and want, both from other disciplines and within your own team – offer solutions or alternative ways around problems that arise
- Have excellent communication skills, including tact and diplomacy

- Always check quality of your work, and that of others, to ensure that everything happens on schedule and to the best possible quality

What would be a bonus:

- VR experience
- Console experience

What you get:

- Salary based on experience
- 25 days off + all the bank holidays
- Studio perks such as coffee, tea and beer

Under normal circumstances we're in the studio but due to COVID-19 you'll need to be able to work remotely.

If you think this is a bit of you and you're a good person who wants to make excellent games then please send us an email with your info and links to the work you're most proud of:

contact@wolfandwood.co.uk

All the best,
Ryan