



# Unity3D and C# Developer

## WHO WE ARE:

We at 2GuyGames are dedicated to improve game quality. We are focused on support for game developers. Analyze, streamline, polish and deliver high quality projects to customers is our mission.

Due to our insights on what a game developer should prioritize and where to find problems, we discovered that most of them are unfortunately, often hidden, undetected or worse, ignored.

To fulfill that promise we are looking for **YOU**, a Software Developer, that likes working with quality standards and will strengthen our team.

## RESPONSIBILITIES:

You love coding and want to have a positive impact on the experience that gamers have.

- Develop high quality code for our customers
- Peer-review and improve upon existing code
- Willingness to learn and improve your craft

## REQUIREMENTS:

- Fluent in German and English
- Very Good C# skills and experiences with at least one other programming language
- Good understanding of the Unity engine
- Bachelor's degree in computer science or equivalent degree/training
- Commitment to produce quality and to perpetually improve your craft
- Ability to give and receive constructive criticism
- Basic understanding of software engineering
- Good Math skills
- Experience with git, SVN or similar version control

## COOKIE POINTS:

- Experience with shaders
- Advanced Math skills
- Experience designing software architecture
- What else do you have to offer? Let us know!

## WE OFFER:

- Fair payment
- A friendly and open working environment
- Possibilities to learn and improve with like-minded people
- No crunch, limited overtime

**Interested?** Send us your VC, motivational letter and testimonials at: [jobs@2guygames.com](mailto:jobs@2guygames.com)