Position : Senior Unity Developer   Location – Chennai (Full time, On-site role)

We are looking for a skilled Unity Developer for XR based Web App Development to join our dynamic team, with 3-5 years experience in C#, Unity 3D, Blender & Maya. As a Senior Unity Developer, you will be responsible for designing, implementing, and maintaining the applications from end to end. You will collaborate with cross-functional teams to build high end gamified training solutions used by industries across the world.

Key Responsibilities

- Converting design concepts into functional applications
- Prototyping and constructing next-generation XR products based on Unity3D/C#
- Analysing, designing, developing, and debugging real-time XR software for prototypes and user experiences
- Creating VR/AR experiences compatible with mobile devices and the web
- Utilising pre-created images and 3D models to create realistic experiences
- Identifying and fixing code errors and game bottlenecks.
- Testing game functionality and theme dynamics.
- Designing and building game object patches and upgrades.

Ideal Candidate

- Proficiency in C# and experience with object-oriented programming.
- Proficiency in software such as Unity/Unreal, NX, or similar platforms.
- Experience in mobile game development, AR, level design, and programming.
- Familiarity with game engines, development tools, and SDKs.
- Additional experience with 3D modelling and animation is a plus.
- Basic understanding of XR development principles, 3D graphics, and programming concepts.
- Proven experience in Unity 2D/3D development, with a portfolio showcasing your work.
- Familiarity with game design principles, user interface design, and user experience considerations.
- Knowledge of version control systems (e.g., Git) and project management tools.
- Experience with 2D and 3D art pipelines, animation and asset bundles
- Solid knowledge and comprehension of 3D geometry and integrated game/app development
- Experience working with platforms such as HTC Vive and Oculus Quest, as well as mobile game/app development
- Extensive knowledge of scripting, animation, session management, and textures
- Knowledge of lighting and Unity animation tools
- Competency in shader programming for developing custom shaders, geometry estimation game physics, particle system is a plus.

About Skillveri

Skillveri (www.skillveri.com) is an XR technology company headquartered in Chennai, India and born at IIT Madras. We have over a decade of experience in enabling better quality manufacturing skills, through our multi-skill simulation platform on XR & MR. Skillveri simulators are being used not just in India but also in Europe and North America.

Skillveri is the global market leader in the Painting Simulator segment. We have 150+ customers worldwide using 500+ installations, including reputed industries like JCB, thyssenkrupp, Suzuki, TAFE, Hero, Yamaha, Nippon Paint, Berger Paints, Axalta, etc. and reputed private & govt training centres. Skillveri has won the NSDC Innovation Award, and the Unity3D Best Non-Game Product award at Unite Melbourne.