



## Position: Senior Software Unity Engineer

We are looking for an experienced mid to senior level software developer (Unity) to join and help us grow our start-up team.

Brainspark Games is building an ediverse of FREE culturally nuanced, 3D immersive educational mobile games aligned with the UK national curriculum, for 7-13 year olds. We condense 12 weeks term time learning into a few hours of fun, fast game play.

Having won numerous awards and grants including; 5 x Innovate UK grant winners, HolonIQ Top Edtech Europe 200, 'Barclays Entrepreneur of the Year - Games Awards', ASU+GSV Elite 200 (world's top 200 most innovative EdTech companies), Top 30 Global Winner of GSV & Unity 'EdTech Creator Challenge' and selected for Creative Industries Councils '100 Ones to Watch 2021', featured in UK TechNews as "One of London's Most Diverse Tech Startups", Brainspark Games is one of the UK's most innovative, EdTech Gaming startups.

We are seeking a mission-driven, highly-skilled Senior Developer with a passion for education and video games! This role provides an opportunity to not only develop the company's technological backbone but to influence the culture of a multi-award winning, fast growing Edtech gaming startup.

The senior developer will work closely with the CTO and Lead Mobile Games Developer to build the front and backend of Brainspark's platform. If you're a hands-on full stack developer with experience in Unity, interested in expanding skills and experience across innovative technology, Web3 and immersive mobile games, then we'd like to hear from you!

### Responsibilities:

- Building games in Unity (C#)
- Building interface with backend systems
- Quickly create and iterate prototypes
- Create & implement assets
- Experience using code versioning systems daily
- Take lead on project & help us build our team

### Qualifications:

- Great communication skills
- 5+ years of professional experience in related fields
- 3+ years of strong Unity and C# development experience
- Mobile gaming development experience (iOS & Android)
- Adept at using GIT
- Experience working with universal render pipeline
- Cloud experience (Azure /AWS)



Bonus points / nice to have:

- Experience using playfab
- DevOps & building automation
- Worked for a gaming company before
- Can show portfolio of previous work

Requirement:

- Needs to be able to work in the UK without VISA sponsorship
- This is a hybrid role, requiring at least 2-3 days in the office (London)

If this sounds like a good fit then please forward a CV and cover letter to [hr@brainsparkgames.com](mailto:hr@brainsparkgames.com), we look forward to hearing from you.