



Unity Technologies Careers

Who We Are

We are product-driven, curious, and creative. We aggressively reinvest in development to keep Unity moving and evolving - from expanding usability and power, to platform reach. With over a billion installs per month, Unity touches gamers and non-gamers alike. As well as video games, our software is used in industries as diverse as medicine, visualization and shopping - democratizing game development while solving hard problems and enabling success for a huge range of developers worldwide.

Today, Unity has expanded to over 15 international offices and has employees in 23 countries. Every person at Unity Technologies has an inherent passion and driven spirit and it isn't enough to be able to do the job- we're looking for people that color outside the lines, are looking to be freed from the process tangle, and can dream big!

At Unity, you'll feel empowered and important, and you'll be heard. Just over a thousand people is all it takes to build, maintain, and market the world's leading game engine. It's used by an engaged community numbering hundreds of thousands to build games across every thinkable platform that are played by billions of people.

Job Openings

1. Automotive, Solutions Engineer (Seoul, South Korea) [Link](#)

Responsibilities:

- Work with customers to identify unmet customer needs, and develop Unity-based innovations to meet those needs;
- Collaborate with and leverage knowledge from Unity field teams and R&D teams globally;
- Identify customer requirements and collaborate with Unity product managers to influence product roadmaps;
- Contribute to the development of customer references;
- Understand Unity features at a deep level, and provide advice to customers as needed;

Requirements:

- Excellent and current programming skills. C/C++, C#, graphics programming skills preferred;



- 3+ years development experience with Unity for gaming or non-gaming applications;
- Strong understanding of Unity API;
- Experience creating photorealistic visualizations with complex geometry, environment, lighting, and materials;
- Performance minded development and optimization skills;
- Excellent communication and customer relationship skills, with the ability to work effectively with both customers and internal colleagues;
- Ability to travel on average one week per month;
- Enjoys challenges and solving customer problems;
- An ability to manage multiple projects and prioritize efforts **effectively**;
- Experience working with international cross-functional teams.
- Self-starter, highly motivated individual.

2. Automotive, Solutions Engineer (Shanghai, China) [Link](#)

Responsibilities:

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- Ability to travel on average one week per month;
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- An ability to manage multiple projects and prioritize efforts **effectively**;
- Experience working with international cross-functional teams.



- Self-starter, highly motivated individual.

3. Automotive, Solutions Engineer (Tokyo, Japan) [Link](#)

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- Collaborate with and leverage knowledge from Unity field teams and R&D teams globally;
- Identify customer requirements and collaborate with Unity product managers to influence product roadmaps;
- Contribute to the development of customer references;
- Understand Unity features at a deep level, and provide advice to customers as needed;

Requirements:

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- 3+ years development experience with Unity for gaming or non-gaming applications;
- Strong understanding of Unity API;
- Experience creating photorealistic visualizations with complex geometry, environment, lighting, and materials;
- Performance minded development and optimization skills;
- Excellent communication and customer relationship skills, with the ability to work effectively with both customers and internal colleagues;
- Ability to travel on average one week per month;
- Enjoys challenges and solving customer problems;
- An ability to manage multiple projects and prioritize efforts effectively;
- Experience working with international cross-functional teams.
- Self-starter, highly motivated individual.

4. Infrastructure Engineering, Site Reliability Engineer (Shanghai, China) [Link](#)

Responsibilities:

- You will be a production and operations domain expert to the development teams, guiding and advising on how to best implement services, serve our customers, and iterate once a service is in production.
- You will be the operational feedback loop to the development teams and help with the overall live service customer experience.



- You will own the design and implementation of software solutions to optimize and harden the management of highly-scalable tools and services.
- You will deal with service disruptions and production events in a timely manner, with professionalism and a dedication to our customers.

Requirements:

- Strong understanding of infrastructure core components: Storage, system and/or Networking.
- Experience in devops, site reliability and/or infrastructure engineering in a quickly growing company using technologies such as Kafka, Spark, Ceph, and Gluster.
- Understanding of general large-scale distributed services and infrastructure, from network designs to overall system architecture.
- Strong development experience, preferably around system configuration and management using frameworks such as Chef, Puppet, Ansible, Salt.
- Experience in one or more of the following languages: Golang, Python, Ruby, Java, C#, etc.
- Excellent written and verbal communication skills.
- Customer centric and empathetic approach to support, thrive in making our customers and users successful.
- Ability to be a team mentor, lead by example, build trust and solid relationships.
- Experience with cloud computing environments, ie. AWS, GCP and/or Azure.
- Advanced understanding of general infrastructure operation, and ability to drive a team to incident resolution, troubleshoot and resolve issues in a timely manner.
- Familiarity with continuous integration and deployment.

5. Lead Programmer, Spotlight (Seoul, South Korea) [Link](#)

Responsibilities:

- Build and lead the Korean Spotlight team
- Work with external team to create high-end showcases for Unity
- Develop features, workflows or effects as needed

Requirements:

- 5-10 years AAA game development experience with several titles shipped on PC or Mobile
- Great communication skills and ability to work effectively on shared projects with designers, artists, testers, and other developers
- Experience leading and building small teams



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- Excellent and current programming skills. C/C++, C#
- Performance minded development and optimization skills
- Strong multithreaded programming skills
- Comfortable with 3D math and graphics algorithms
- Experience with Unity, Unreal, CryEngine or other 3D game engines.
- Ability to travel once per month on average

For more Job Openings, check out <https://careers.unity.com/>