

Unity Programmer

(send your resume to jobs@tsugi-studio.com)

Are you ready for the adventure of your life? Move to Japan and help us develop amazing new technology demos and games in Unity. Our technologies are used by most major Japanese and Western game studios across their titles.

Basic skills required:

- Excellent all-around knowledge of Unity development
- Excellent level in C#
- Solid foundation in maths /physics
- Keen eye for optimization of resources and CPU usage
- Excellent organizational skills, resourceful and autonomous
- Working proficiency in English

***Not* required, but could be interesting:**

- Interest in audio technology and sound in general
- Interest in procedural technologies
- Experience developing plug-ins for Unity
- Experience with other middleware such as Unreal
- Game console programming (Xbox One, PS4 etc...)
- Mobile platform programming (iOS, Android)

Benefits

- Salary and title based on skills and experience
- Annual bonus based on employee and company performance
- Health insurance and retirement plan
- 5-day working week, with 8-hour work per day (flexible schedule with core hours)
- National holidays and 2 weeks of paid holiday (increases with time in company)
- Commute paid by company
- If you are not in Japan: help to relocation and sponsoring of your visa

This position is based in our office in Niigata, Japan. We are located in the center of the city (8-minute walk from the main train station). Niigata is famous for its awesome food and is less than 2 hours away from Tokyo (this position may include one-day trips to Tokyo to visit clients). Japanese language skills are not required for this job.



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