

Empower Labs

Position: Unity Developer - Particles and Effects

Experience: 2+ years

Location: Hyderabad

Responsibilities:

- Developer with a proven track record in creating particle effects in Unity.
- Experience in creating particle effects as per the design
- Writing the required shaders to bring the concept to life.
- Be an active part of a team of Unity developers working on various parts of a game
- Work closely with the art team and deliver the desired output.
- Optimise particles based on platform requirements, balancing visual quality, performance and asset size

Required skills:

- Experience working with Unity for 2+ years
- Fluent in C# and Unity's scripting library
- Ability to write clean high-quality code
- Experience with the Unity's Shuriken particle system and making custom particles
- Fluent in Unity's Shuriken particle scripting
- Experience working with shaders (CG/HLSL/GLSL)
- Comfortable working with an existing codebase.
- Strong verbal and written communication skills

Pluses:

- Strong understanding of shaders.
- Understanding of the game art pipeline
- Passion for beautifying and polishing games.
- Working with any source control such as Git, SVN or Perforce

