

Test Engineer - Unity Technologies

A position for a Test Engineer is now open for a highly motivated individual. You will interface with the Unity development team and customers to ensure functionality, stability, and usability of Unity as a tool and runtime platform. You will use your programming skills to write test code that runs inside our various test harnesses to trap bugs early in the development cycle. Unity is investing heavily in test automation and this is your opportunity contribute to this growth area.

Unity create an integrated authoring tool for creating 3D video games or other interactive content. The Unity Editor product is used by companies like Electronic Arts as well as much smaller independent game creators. Visit our website at <http://unity3d.com> for more details.

Duties & Responsibilities:

- Work with customers to reproduce their bug reports in-house.
- Explore the scope of customer bug reports and provide more detailed advice to developers.
- Convert customer bug reports into test code that can run inside our test automation frameworks.
- Work closely with developers to create test plans for new product features.
- Work with the development team to improve automation test techniques.
- Communicate with users on our community forum, providing assistance and advice.
- Collaborate with other testers and developers in an agile environment.

Skills & Experience:

- The ideal candidate has at least one year of programming experience preferably in the games industry.
- Programming or scripting experience is required in at least one of C, C++, C#, Javascript or Perl. (You will be asked to take a programming test.)
- Must have excellent written and verbal communication skills.
- Prior experience using Unity is advantageous.
- Experience developing test cases and/or test plans is ideal.
- Familiarity with both Mac OS X and Windows platforms is preferred but not essential.
- Must be a critical thinker, have a keen eye for quality from an analytical perspective, be self-motivated, and be willing to represent the customer experience to stakeholders.
- Must have a “make it happen” approach and be able to work in a fast moving “all hands to the pump” environment.

This role may also suit a high-flying recent graduate keen to make an impression at the start of their career. Although based in a testing team, an exceptional candidate planning a career in software development may find this opening a way to get into the games industry.

Unity Technologies offers a positive evolving work environment where the individual actively determines their professional growth and role within the company. We embrace the concept of meritocracy, which means you can expect competitive salary, including stock options, appropriate to performance level, capability and qualifications. Here you have the unique opportunity to become part of an exceptional team of people, who each bring passion and excellence to their work.

For further questions, please contact Graham Dunnett at graham@unity3d.com. If you see yourself in a position to join our ranks, please send your CV to: Alexandra Mariner at jobs@unity3d.com.