

## Xbox 360 Programmer - Unity Technologies

A position as Xbox 360 Programmer is now open for a highly qualified and motivated professional who is ready to make a significant contribution to expanding the leading game development tool provider for high-end web 3D, online, MMO, console and mobile games. As an Xbox 360 programmer you will work closely with the core engine team to push the Xbox 360 platform to the limits while at the same time making it accessible for the average Unity user.

**About the Engine:** Unity is a flexible 3D development application that combines usability and raw engineering power. As a company, we are focused on evolving this technology, constantly driving it forwards and upwards. We aggressively reinvest in development to keep Unity moving and growing at a radical pace, expanding usability, power, and platform reach.

### Duties & Responsibilities:

- Developing and maintaining the Unity console back-end for the Xbox 360 Platform.
- Profile and optimize the code to get the best possible performance.
- Make sure the workflow for the Unity customers is as smooth as possible.
- Help pushing the developing of new cool features with the rest of the core team.

### Skills & Experience:

- Experience with Xbox 360 development is a must.
- Excellent C++/C programming skills.
- Excellent debugging, optimization and profiling skills.
- Experience with multi-threaded programming.
- Experience in writing code that take advantage of the console hardware.
- A Computer Science or related technical degree. For candidates with solid industry experience and several shipped console titles we obviously do not care about degrees.
- Fluent in English.

### Additional qualifications:

- Experience using the technical requirements process for the Xbox 360.
- Experience with developing for XBLA.

**About the Company:** Unity Technologies offers a highly technical and product driven work environment, where exceptional people from all over the world are entrusted to find smart solutions for difficult problems. We embrace the concept of meritocracy, which means you can expect competitive salary (including stock options) appropriate to qualifications, hard work and brilliance. This is a rare opportunity to become part of a sparkling team of individuals, who each bring passion and excellence to their work.

For further questions, please contact Steffen Toksvig at [steffen@unity3d.com](mailto:steffen@unity3d.com). If you see yourself in a position to join our ranks, please send your CV to: Alexandra Mariner at [jobs@unity3d.com](mailto:jobs@unity3d.com).