



## Unity Developer/C# Programmer

Liminal VR Pty Ltd

Melbourne • CBD & Inner Suburbs

Information & Communication Technology • Developers/Programmers

\$60,000 - \$74,999 • Full time

Posted 1d ago

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We're looking for a talented game developer/C# programmer to join team of devs, artists, psychologists and neuroscientists to work on a range of different and exciting real-time, immersive experiences.

Our projects span the fields of neuroscience, psychology, AI, learning and development, historical recreations, art, games and more!

### The ideal candidate would have:

- 3+ years professional Unity Experience (or equivalent) - junior applicants with less experience also welcome to apply.
- Strong C# and OOP Knowledge
- Strong Git skills
- Strong problem solving skills
- Strong communication skills
- Basic 3D Art Understanding & Skills (materials, 3D modeling, VFX, timeline, animator etc).
- Basic understanding of optimization techniques in Unity.

### Bonus skills would include:

- Shader Skills (Amplify or Code or Shader Graph).
- Experience with Low End Mobile or VR development.
- Experience with play testing.
- Experience with Grayboxing & Level design.
- Experience with working with external plugins.
- Shipped 1 or more games/application (or equivalent).

Employer questions

**Your application will include the following questions:**

Which of the following statements best describes your right to work in Australia?

Be careful

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C Developer roles in Melbourne were **typically advertised** between **\$90k** and **\$130k** over the last 2 years

\$60k   \$70k   \$80k   \$90k   **\$100k**   \$110k   **\$120k**   **\$130k**   \$140k   \$150k

Full time annual package based on job ad data

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 Salary insights are generated from SEEK data and are not specific to this job ad.

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