Unity Developer.
Salary depending on experience.

Corporation Pop is an award-winning digital innovation agency. We deliver strategic, thoughtful and innovative design and technology solutions that respond to user needs. We are well known for our work in immersive technologies and earlier this year we were listed by Clutch, the international and impartial review site, as one of the top 15 mobile app development companies in the UK. In everything we do we aim for innovation and originality. In everything we deliver we promise reliability and effectiveness. We value creativity and encourage experimentation.

It is for these reasons that companies like Future PLC, Channel 4, the BBC, the NHS and Live Nation choose to work with us to deliver exciting and often ground-breaking projects across a range of media and devices.

The role:
We are now looking for an experienced Unity Developer who has experience in Unity3D development with strong C# programming skills. The ideal candidate will have had at least 2 years of commercial experience. You will be joining a highly experienced Unity team working ona range of briefs that include games as well as augmented and mixed reality applications.

It is essential that you can tick all of the following:
- Proven experience developing Unity3D games
- Solid C# programming skills
- Advanced game-relevant maths skills
- Broad knowledge of programming design patterns
- A logical thinker with strong problem solving skills
- A strong interest in games development
- Are a team player with a desire to contribute creative ideas
- Have bags of initiative and are an enthusiastic self-starter
- Have the ability to adapt and learn new technology
- Have proven problem-solving / prototyping ability.

It would be great if you can tick one or more of the following:
- Have experience in developing Extended Reality experiences (AR, VR, or MR)
- Have proven experience using BDD , TDD or pair programming practices
- Are familiar with Agile Methodologies (eg DSDM Atern, SCRUM)
- Have experience of version control systems such as Git
- Have an interest in user-centred design
- Have experience with other game engines (eg. UE4, CryEngine).

In return we will provide:
- A great working environment in Manchester's Northern Quarter
- A friendly, supportive and highly experienced team
- Ride-to-work, profit-share and referral bonus schemes
- 24 days holiday a year (in addition to bank holidays) plus an extra day for every year worked
- 35 hrs a week flexi-time

Please send your CV (with links to recent projects) and covering letter explaining why you're right for this job to jobs@corporationpop.co.uk. Please also state your salary expectations. We are keen to appoint to this position as soon as possible and will close applications as soon as we see a CV that excites us. For more information about Corporation Pop go to www.corporationpop.co.uk