

We are a design company:



Corporation Pop

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Corporation Pop is a limited company
registered in England & Wales

Company number: 4869229
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Job Description

XR (Unity) Developer.*

Corporation Pop is an award-winning digital agency with a rich background in design and development for apps, websites and immersive technology. We've been making our clients look good for over thirty years and we do it by pushing the boundaries of creativity using technology innovatively.

We have an enviable client list which ranges from independent arts organisations to the biggest creative event the UK will see in 2022; from start-up digital health apps to solutions for the NHS; and from Channel 4 to gaming disruptors like Electric Gamebox. The thread that brings everything together is our commitment to integrity. We are not interested in a quick buck with no questions asked; we only work with companies that are as upright and principled as we are. The work we do reflects us.

Our recent work includes websites for some of the UK's biggest music festivals; VR and AR resources for school kids; a mobile app with a serverless backend for the NHS; a video projection interactive game; and a CMS for building educational courses for teachers.

We are a close-knit passionate team. We thrive off personal interaction, giving each other the space to explore, whilst expanding our collective skill set. If you're looking for a corporate hamster wheel (and there are plenty of them around), look elsewhere because we're not that!

The role:

We're looking for a **Unity Developer** with a **couple of years commercial experience**. Someone who's keen to get stuck into lots of different projects (mainly Unity based but not limited to) with a brilliant and creative team of devs, designers, artists and project managers. To fit in well at Team Pop, you must be full of gusto and brimming with ideas; a self-starter; happy to work as part of a collective; and know your onions when it comes to the games software development life-cycle and proper coding practices.

Our XR experiences range from VR and AR to 3D/2D games and virtual worlds all created using the Unity3D Games Engine. It would be great if you have experience in collaborative working methods such as pair programming, code reviews and TDD. Don't worry if you don't have everything, we're more about the fit. We can teach skills, we can't teach attitude.

Benefits:

- a friendly, supportive and highly experienced team
- a relaxed working studio environment for team collaboration
- flexible 'work anywhere' approach
- up to 30 days holiday plus bank holidays
- 35 hour flexi-time working week (we believe in life / work balance – we don't encourage overtime)
- investment in training with time allocated to experimental 'Pop Labs' projects
- ride-to-work, profit-share and referral bonus schemes

We're a sociable team with company days out, after work get togethers and the best roof terrace in **Manchester's Northern Quarter** for when the sun is shining.

If you like what we are about and would love the opportunity to become part of the team, send us your CV to: jobs@corporationpop.co.uk with a note to tell us why we should give you the job and access to your GitHub account so we can see some examples of code you're proud of.

Check out our website for work examples, team insight and general more info: www.corporationpop.co.uk

* salary dependent on experience