Are you an exceptional programmer? Are you passionate about games?

If so, we want to meet you.

Here at Actuator Digital we've been developing an exciting new game, but we are also continually at capacity with our external client work. We are in search of a full-time mid level unity programmer to share the weight of our client and in house work.

We believe in talent density and hold ourselves to a high standard. We don't ship trash.
We run our office and projects using a semi - scrum and agile methodologies, so organisational and problem solving skills are vital as well as time management skills. You will have to have great interpersonal skills, as customer interactions and relations are an integral part of the role. We offer working from home flexibility, however we do find it a lot more fun, when our team is in the office as much as possible to promote interpersonal relationships.

Your tech stack will need to include the following skills:
- C# / Object oriented programming.
- Git / Version Control Systems.
- Unity 3D
- 2d and 3d Mathematics
- Excellent communicator

Your role would include:
- Collaboration with clients to schedule tasks
- Implementation of systems from design
- Collaborating with Artist to integrate assets

Bonus round - If you have these skills that would be awesome too:
- JavaScript / HTML / CSS
- React (Material UI) / Blazor
- ASP.net / SQL & Entity Frameworks.

In a nutshell, we need someone who is responsible, conscientious, dependable and eager to contribute quality to the team.

If you think you have what it takes then hit us up, tell us a little about you and we can set up some time to talk. Be sure to include your resume and portfolio, so we get a sense of what you can do.

Actuator is an equal opportunity employer and seeks exceptional candidates regardless of race, colour, religion, gender, sexual orientation, age, disability or national origin. Women and diverse applicants are encouraged to apply.