

**G Talent**

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## Client Engineer/Unity Engineer | Mobile Game App

### Remote Work/International Environment

#### Job Information

**Recruiter**

G Talent at Bizmates, Inc.

**Hiring Company**

※Mobile Game Provider※

**Job ID**

1484162

**Industry**

Internet, Web Services

**Job Type**

Permanent Full-time

**Location**

Tokyo - 23 Wards

**Salary**

5 million yen ~ 9 million yen

**Work Hours**

10:00~19:00

**Holidays**

Saturday/Sunday/National Holiday, Annual Paid Leave, etc.

**Refreshed**

July 19th, 2024 10:01

#### General Requirements

**Minimum Experience Level**

Over 3 years

**Career Level**

Mid Career

**Minimum English Level**

None

**Minimum Japanese Level**

Business Level

**Minimum Education Level**

High-School or Below

**Visa Status**

No permission to work in Japan required

#### Job Description

**[About the Company]**

The company is an independent manufacturer of "game applications for smartphones" with a passion for quality.

The company is particularly focused on beautiful 2D graphics, motion, and full voice. Representative works include the fantasy RPG "Crypt Tract of Genjyu Contract", which has now surpassed 12 million downloads, and "Mitrastphere -

MITRASPHERE", which was released in the summer of 2017 and has surpassed 6 million downloads.

"Crypt Tract" is currently celebrating its 6th anniversary, and "Mitrasphere" has surpassed its 4th anniversary, making it a long-running title.

In 2022, the company released its first new large-scale RPG "Memento Mori" for the first time in five years!

The game has already surpassed 1 million downloads in its first month of release and is popular not only in Japan but also overseas, and the company aims to further expand its business in the future.

Because of in-house production, it is possible to have detailed discussions and work out complex specifications to complete a single title.

In addition, the company established Koiniwa Inc. as a subsidiary in November 2019.

Koiniwa provides the service of "Koiniwa", a game x matching application based on the concept of "I found a partner when I was playing games".

"Koiniwa" is a new service released in April 2021, and since its release, it has continued to grow steadily in terms of various KPIs such as the number of active users and sales.

An overseas version of the service is also in the works, and development of future major updates is underway.

### **[Job Description]**

- Client-side development of games for iOS/Android using Unity.

#### **[Overview]**

You will be responsible for the planning, design, development, and operation of social games for smartphones.

Rather than working on a detailed development project based on specifications, you will work together with the director and project manager from the planning stage to develop and operate a single game.

#### **Main Language / Environment**

- C#, .NET 6.0, Entity Framework, MagicOnion, etc.
- RDS Aurora(MySQL), Elasticache, ECS, Athena, etc.
- Docker, Git, Jenkins, JIRA, etc.
- VisualStudio
- Tools of your choice with company approval

### **[Working conditions & treatment]**

5 million yen to 9.6 million yen

10:00~19:00

- Saturday/Sunday/National Holiday
- Annual Paid Leave
- New Year Holidays
- Congratulations & Condolence Leave
- Refresh Leave
- Summer Holiday
- Others

- Full Social Insurance
- Commuting Allowance
- Medical Checkup
- Free Drinks/Snacks

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### **Required Skills**

#### **[Required]**

- Experience in managing PJs or members as a lead engineer (1+ years)
- Experience in developing client systems for app games (Unity, C#)

#### **[Preferred]**

- Experience in implementation and release of in-app billing
  - Experience in designing and addressing drawing load and communication load
  - Experience in asynchronous programming
  - Experience in social game development
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### **Company Description**