

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

1491681

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

August 27th, 2024 17:10

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

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