

<https://geekinformatic.com/job/mobile-game-developer/>

## Mobile Game Developer

Experience: 6 months

### Description

We are looking for a specialized **Mobile Game Developer** to turn a game idea into code on a fast moving environment. You will be involved in various aspects of game's creation from concept to finished product including coding, programming, audio, design, production and visual arts.

### Responsibilities

- Design, develop, and implement mobile game applications from concept to launch.
- Write clean, efficient, and maintainable code in programming languages such as C# depending on the platform.
- Create and implement game mechanics, gameplay systems, and interactive features.
- Ensure games are optimized for various mobile platforms (iOS, Android) and devices with different screen sizes, resolutions, and hardware capabilities.
- Debug and resolve platform-specific issues and performance bottlenecks.
- Integrate artwork, 2D/3D graphics, animations, and audio elements into the game engine.
- Optimize assets for memory and performance constraints.
- Work closely with game designers to understand and implement gameplay concepts and features.
- Collaborate with artists and animators to integrate assets and maintain the visual style of the game.
- Coordinate with quality assurance (QA) testers to identify and fix bugs and gameplay issues.
- Profile and optimize game performance, including frame rate, loading times, and memory usage.
- Implement efficient rendering and scripting techniques.
- Use version control systems (e.g., Git) to manage source code and collaborate with team members.
- Maintain clear and organized documentation for code, processes, and project-related information.
- Keep up-to-date with the latest mobile gaming trends, technologies, and tools.
- Continuously improve skills in game development and programming languages.

### Qualifications

- Bachelor's degree in Computer Science, Software Engineering, or a related field (or equivalent experience).
- Proficiency in programming languages such as C#.
- Strong understanding of mobile platforms (iOS, Android) and development tools (e.g. Unity Engine).

### Hiring organization

Geek Informatic & Technologies Pvt. Ltd.

### Employment Type

Full-time

### Date posted

January 28, 2025

- Familiarity with 2D/3D graphics, physics, and audio systems in games.
- Solid problem-solving and debugging skills.
- Good communication and teamwork abilities.
- A passion for gaming and creativity in designing interactive experiences.

### **Job Benefits**

- 5 days working
- Paid Travel/Rejuvenating Leaves
- Quarterly Movie & Food Tickets
- Flexible Working Hours
- Family Health Insurance
- Birthday & Anniversary Leaves
- Gym Membership Discounts
- Wedding Leaves
- Paternity/Maternity Leave(s)

### **Working Hours**

9:30 am to 6:30 pm

### **Job Location**

Bestech Business Tower Sector- 66, 160062, Mohali, Punjab, India