

RetroBrain R&D has been developing therapeutically-preventive video games for healthy seniors affected by dementia, Parkinson's disease and stroke since 2014. Our company has a clear vision: to ensure that therapy and prevention in (semi-)inpatient care can be fun. We are proud to make the world a little bit better every day with our small development team.

At the next possible date we are looking for a colleague in a permanent position as

(Senior) Unity Frontend Developer (m/f/x)

TechStack

- C#, Unity, Jenkins
- Jira, Confluence, Bitbucket, Git
- agile work with Scrum

What we offer

- A broad array of interesting challenges for you to tackle
- Independence and autonomy to make decisions & drive results within a highly collaborative team
- Enjoy stable work life balance actively promoted by leadership
- Training budget for private and professional development
- remote work and other time models are possible, 30 days vacation
- 24/7 accident insurance and company pension plan
- big office within walking distance of the main station with gaming coffee, tea and fruits

Your tasks

- Development of new motion-controlled video games in the digital health sector
- Rework of the existing games incl. development of new functions
- Participation in code review meetings, tech debts, and retrospective meetings
- Constant collaboration with the backend
- Documentation of features

Your profile

- your preferred technology is Unity? It's a match!
- You have already developed games in a professional environment and successfully brought them to market
- 4+ Years working experience with Unity
- experience with the whole development cycle
- agile project management and Scrum are no foreign words for you
- nice to have: experience Camera tracking and gesture control

Want to make a difference?

Then apply by e-mail at hr@retrobrain.de (with a CV including your salary expectations and references). We look forward to hearing from you!