

Myanmar Koei International is seeking **Game Developer** to join its **Architecture, BIM/CIM and Digital Services Team**. The ideal individual will be responsible for the building of video games and software applications for engineering projects and data with the purpose of providing high-fidelity visualizations and interactivity.

Job Title: **Game Developer**

**Job Description:**

- Project planning individually and with supervisors/team members to determine approaches and scopes to meet project requirements and suit client's needs.
- Design and implementation of various application features and mechanics with focus on modularity, scalability and maintainability.
- Perform research on new and updating technologies to discover novel applicative uses in engineering and general line-of-work.
- Provide regular reports to team leaders and members on progress made and work done.
- Collaborate with other team members communicatively project-by-project while fostering teamwork.

**Skills and knowledge:**

- Theoretical and practical knowledge in game engine frameworks such as Unreal Engine, Unity.
- Proficiency in at least one general programming language such as C#, C++, Python, etc.
- 1-2 years of experience in development field backed by a portfolio.
- Resourcefulness and creativity in problem-solving.
- Interpersonal soft skills.
- Knowledge and proficiency in AR/VR frameworks, engineering and Japanese language are pluses.

Dead line of application: **14 November 2024**

Joining date: **As soon as possible**

Please send your application and updated CV to [recruitment@myanmar-koei.com](mailto:recruitment@myanmar-koei.com).