

We are looking for a Trainee Unity developer to join the Cheers LLC team to work on Neanderthalica, a metroidvania pixel puzzle adventure game with a fun storyline where you can change the weather to influence everything in the prehistoric world.

Platforms: PC and consoles.

Link to the project: <https://neanderthalica.com/>

#### Tasks:

- Development of game logic (mechanics of puzzles, components, enemy behavior, etc.)
- Integration of game graphics and sounds (work with UI, sprites, animations, SFX and VFX, assembly of prefabs)
- Bugs fixing
- Working closely with game designers, art team and QA

#### Requirements:

- Experience in Unity, C#
- Experience with Animator, 2D Physics
- Knowledge of OOP, SOLID
- Knowledge of Git
- Teamwork skills
- English at the level of reading technical documentation
- Ability to learn quickly
- Willingness to complete a test task (obtaining a test task depends on the interview)

#### Advantages:

- Experience with Zenject or another DI framework
- Knowledge of design patterns like State, Observer, etc.

#### We offer:

- A solid team that is interesting to work with in the young and promising company
- Work with PC and console projects
- First experience in gamedev industry, continuous mentorship
- Remote work
- Agile working schedule (8 hours per day)
- The ability to show our released project released in the portfolio
- Possible formal employment in the future

Contact us: [kirill@cheers-studio.com](mailto:kirill@cheers-studio.com)