

Location: Remote or Hybrid (Madrid office)

Team: Development

Reports to: Lead of Client Department

About Us:

We're a playful, design-driven mobile game studio crafting *cute, casual, and cozy* merging games that spark joy. Our mission is to create beautifully intuitive worlds where players can relax, collect, and express their creativity through delightful interactions. We believe in charm, character, and cleverness — both in our games and in our team.

As a **Senior Unity Developer**, you'll shape the player's experience from first tap to deep progression. You'll blend functionality with delightful aesthetics to create interfaces that are intuitive, joyful, and crafted with love.

What You'll Do?

- Maintain and improve the existing codebase
- Game functionality implementation
- UI implementation
- Client-server interaction

You Bring:

- *Experience & Core Tech* – 5+ years in game dev; expert Unity (iOS / Android), C# / .NET; SOLID, Unity UI; StrangeloC; large-scale modular architecture with design patterns / ECS / DOTS.
- *Performance* – Addressables, memory-usage tuning; deep CPU/GPU & Render-Pipeline profiling; Burst, Jobs, multithreading.
- *Platform Delivery* – Xcode (provisioning, code-signing, TestFlight / App Store Connect, Metal optimisation) and Android Studio (Google Play release).
- *Backend & Live-ops* – client-server workflows; in-app purchases, push notifications, analytics, ads, Game Center / Google Play Games.
- *Production Pipeline* – CI/CD for builds (Jenkins / GitHub Actions), automated testing, Git or Perforce with code-review.
- *Soft Skills* – upper-intermediate + English, clear technical documentation, solution presentation, collaboration with art / design teams.

You Also Have:

- Strong communication skills to articulate design decisions clearly across disciplines.
- A collaborative mindset — you enjoy co-creating with developers, artists, and product folks.
- A player-first attitude and deep empathy for user experience.

- The ability to give and receive feedback constructively and with kindness.
- Self-driven but not ego-driven — you love learning and growing as a team.

Bonus Points:

- Experience designing for **merging, decorating, or simulation** genres.
 - Familiarity with **animation/micro-interactions** for UI delight.
 - Knowledge of **accessibility standards** for mobile games.
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Why Join Us?

- A creative, supportive team that values **empathy and design craft**.
- Work on games loved for their charm and emotional connection.
- Flexible hours and remote-friendly setup.
- Be part of a **growing title** with the potential to reach millions of players worldwide.

How to Apply?

Send us your portfolio, résumé, and a short note on your favorite cozy game interface — and why you love it!