QUANTUM **SOLUTIONS**

Job Description

Recruitment Position	U3D Game Client Development Engineer	Employment Type	Full-time Employee
Job Description	1. You will be responsible for developing the MMOARPG client and optimizing systems such as UI, characters, scenes, in-game items, and skills. 2. You will work closely with each department in charge of game planning, design, servers, QA, etc., and be responsible for optimizing communication between the client and the server. 3. You will be responsible for implementing Wwise. 4. You will solve technical issues that arise in client development, improve client stability and performance, and be responsible for ensuring the user experience. 5. You will be involved in optimizing the game development process and be responsible for improving development efficiency and quality.		
Qualifications	1. Must have experience in game client development using Lua. 2. Must have programming experience in C# or Lua, and understand Unity3D's development tools and APIs. 3. Candidates with experience using Wwise game audio software will be given priority. 4. Must have game development experience and practical technical skills. 5. Must have good communication skills and teamwork ability. 6. Must have a passion for game development and be self-motivated to learn new technologies and tools.		
Contact Information	For details on salary, selection process, and other information, please contact us. (recruit@quantum-s.co.jp)		