**Responsibilities:**

* Translate game design concepts into functional gameplay experiences.
* Develop game features, mechanics, and systems.
* Write clean, efficient code and optimize game performance.
* Conduct testing and debugging to ensure quality.

**Requirements:**

* Bachelor's degree in Computer Science or related field.
* Proficiency in C++, C#, or Java.
* Experience with Unity, Unreal Engine, or similar platforms.
* Strong problem-solving skills and attention to detail.

**Benefits:**

* Competitive salary and benefits.
* Exciting projects and career growth opportunities.
* Flexible work environment.

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