**About Web Cannon-Z**

**Web Cannon-Z** is a Web Design, IT, and Digital Marketing startup agency based out of Bangalore, India with deep roots in the E-commerce and CMS industries. Our specialty is to combine strategy with execution to deliver clearly measured results, spanning from the areas of web and content to media and beyond. We help leading global and local clients to solve problems, find efficiencies, and drive savings and sales. For nearly a decade, our team has helped companies with client retention rates that far exceed industry standards and our customer-centric approach permeates every level of our work. Infusing experience and passion into the brands we serve while delivering objective results is what we do best.

###### **WEB DESIGN**

Our team has spent nearly a decade in design, website and app building, where we have built 100's of websites to both national and international clientele. That has made the agency's team distinctively equipped to handle the complex problems of website building and we have turned it into an art of storytelling to capture clients' attention.

###### **DIGITAL MARKETING**

Web Cannon-Z originally emerged from our work in media such as Youtube, which spans from Websites, Online and Cable TV, and more. Sponsors and audiences of these platforms began asking for help in web, I.T., and marketing, leading to the founding of the agency and years of work across various industries.

#### **Unity3D Developer Internship Job Description**

**Company description**

**Job description**

Web Cannon-Z

webcannonz.com

Must have your own laptop and internet connection.

Desired Candidate Profile

About the internship Selected intern's day-to-day responsibilities and skills must include:

***Unity 3D Dev Responsibilities:***

1. Implement realistic environments as per communicated design

2. Communicate with other team members to establish effective pipeline and integrate media assets

3. Design, build, and maintain efficient, reusable, and reliable code

4. Ensure the best possible performance, quality, and responsiveness of applications

5. Integrate Unity with Firebase (authentication, db and storage)

6. Generate Android and iOS app from Unity and deploy in production

*Skills :*

1. Excellent knowledge of Unity, including experience with scripting, textures, animation, GUI styles, and user session management

2. Familiarity with level design and planning

3. Experience with game physics and particle systems

4. Experience optimizing memory and space usage for support of older hardware

5. Experience with 3D is a plus

6. Prior experience with a well-known Unity app is plus

7. Ability to constantly learn and stay in touch with evolving game standards and development technologies

8. Strong understanding of object-oriented programming

9. Familiarity with current design and architectural patterns

10. Knack for writing clean, readable, and easily maintainable code

11. Experience implementing automated testing platforms and unit tests

12. Proficient knowledge of code versioning tools