

JOB OFFER: SOFTWARE ENGINEER/DEVELOPER – C#, UNITY

Ready to join a fast growing team and work on exciting projects mainly in the fields of security and defence? Then this job advert is for you!

We are seeking for a talented and enthusiastic professional, willing to bring her/his own skills and experience within our Modelling & Simulation team and to gain further knowledge and skills related to the development of simulators and serious games based on Unity.

ACTIVITIES:

The tasks will include:

- Contributing to the different phases of the solutions lifecycle (requirements gathering, solution design, development, data collection, calibration, testing, integration, validation) interacting daily with Product Owners and Product Managers.
- Developing and integrating simulators and serious games mainly for security and defence in an Agile team.
- Preparing technical documentation for simulators and simulation results, as needed.
- Supporting the preparation of technical proposals for public bodies and private customers, in agreement with your level of experience and skills.

REQUIREMENTS:

- MSc Computer Science, Engineering or equivalent STEM degree.
- 2-3 years of experience in the field, possibly in a similar role.

HARD SKILLS:

- Required: experience with C# and .NET framework and knowledge of OOP.
- Desired: ability to create applications and games with Unity or similar.
- Desired: knowledge of continuous integration and continuous delivery principles.
- Desired: knowledge and usage of development, project management and team communication tools (e.g. Gitlab, Trello, etc.).
- Welcomed: experience with VR/AR applications and devices.

SOFT SKILLS:

- Required: good communication and interpersonal skills.
- Required: critical thinking, problem-solving and attention to the details.
- Required: planning skills and abilities in respect of deliveries and in the management of one's own time.

WHAT YOU GET:

- Varied work with personal responsibility and influence on solutions development.
- Constantly engage with the challenges of state-of-the-art and future technologies.
- Enhance your skills and build a career path of excellence.

WORKING LANGUAGES: Italian and English.

WORKING LOCATION: Genoa, Italy - Immediate availability.

TYPE OF CONTRACT: Full time.

THE SELECTION PROCESS:

Please send your CV in English to Umberto Battista, u.battista@stamtech.com, ref. "Software Engineer/Developer – C#, Unity", including a convincing cover letter, summing up your strengths and relevance to the job position at stake.

The received CVs will be evaluated and only the selected candidates will be contacted and invited to a job interview. At the end of the selection process, a second interview with the company management will be set.