Job Request dated from 08/25/2026

Unity Game Developer & Programmer | C#, SQL, Python | UI/UX Designer

Name:	Thomas Roberts
Age:	34

Contact

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Description

Type of employment:	Full-time
Entry date:	immediately
Salary Expectation:	Negotiable

Hello!

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My name is Tom and I'm a Unity-Certified developer with knowledge of C#, Python and SQL, as well as a large amount of experience using Unity and Blender. I also have a professional background in data analysis and UI/UX prototyping. My focus is on creating performance-based games and designing polished player experiences.

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As far as personal work I have a published mobile game, multiple asset packs and am currently working on a more ambitious, full-scale RPG.

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My strong suit is coding in C# and I have created many different gameplay systems. From inventory management to combat systems, first and third person controllers, and more. Over my 10+ years working with Unity, I've learned how to code just about anything necessary to build and launch a game, while keeping it highly optimized!

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I find the most satisfaction in writing and designing UX that is both fun to play and highly scalable.☐

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My professional background is in data-analytics, where I work daily with SQL, Figma, and Power BI. Though not strictly game design, managing telematics data and analyzing trends has made finding what players like or dislike much easier.

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Why Germany? After visiting München and other parts of Bavaria, I knew instantly that's where I want to be. On top of the eco-friendly culture and beautiful landscapes, I was pleased to learn about Germany's large market for game-development and gamers alike. Since then, I've been studying the language and have been exploring opportunities return.

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If you are looking for a well-rounded game developer with a solid foundation and readiness to learn, I would love the opportunity to show you what I can bring to your team.

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