

Team Lead - Core R&D Kaunas

Unity's R&D Core team in Kaunas is a team of generalists who mostly work on Unity Editor optimizations and workflow improvements. We are looking for a technical Team Lead to organize the work, collaborate with other teams, and empower the team to grow.

The team is truly cross-functional and works on very wide areas of Unity. Some of our recent work is: reorderable arrays in the Inspector, scene view manipulation handle improvements, new Mesh inspector, texture import optimizations, Perforce version control improvements, improving clipboard copy/paste across the editor, etc. Most of engineering work happens in C# and C++, in a multi-million line codebase with hundreds of developers. Current team size is 7 people, with potential to grow in the future and we are looking for our next colleague to help us continue empowering millions of developers around the world.

Responsibilities

- Drive the outcomes of the team while raising awareness around projects and progress
- Manage a team of engineers, you are responsible for people management and success as well as cultivating talent and growth.
- Unblock obstacles, collaborate with colleagues and empower engineers on the team to do their best work
- Maintain technical quality through work requirements clarifications & discussion, code reviews and development/testing best practices
- Ensure that all perspectives are heard, and create a diverse and inclusive environment to allow the best ideas to win and for the team to innovate, learn and succeed

Requirements

- Experience as an Engineering Team Lead overseeing teams working with a large and complex code base towards a common goal
- Strong collaboration, facilitation and communication skills (English is our primary language)
- Customer-centric and empathetic approach to enabling our users and customers' success

- Ability to mentor, coach and develop team members, lead by example and build trust

Bonus points

- Experience with game engines or games middleware
- Experience with C++ and C# programming languages
- An understanding of the challenges of real-time 3D and the scalability and performance focus it requires
- Experience of large code bases and a desire to solve their end to end challenges