

## Unity Game Developer (Mobile, 2D, Live Ops)

### About us:

edventure Studios is a **verified social enterprise** (gamestudio and tutoring company) building Konomondo—a **2D pixel-art mobile game** that delivers daily, personalized math learning content for students aged **12–19**.

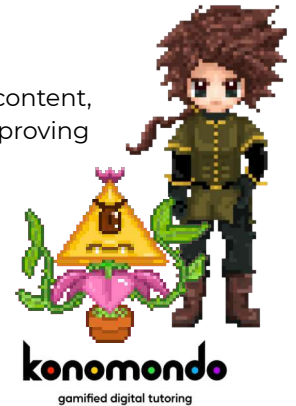
We combine tutoring expertise with gamified design, 2D visuals and animation to make learning in an immersive mathematical world more engaging, effective and fun.

### Your mission

Own the end-to-end delivery of core gameplay and Live Ops systems that power daily content, progression, and monetization—shipping reliably to iOS / Android and continuously improving based on user feedback and data.

### Your task:

- **Core game systems** (build + iterate):
  - (Animated) gardening loop 🌻 and reward / progression system
  - Shop system 💎 incl. economy balancing (soft / hard currency, pricing)
- **Data management and updates** (robust + scalable):
  - Remote / encrypted local save system (serialization, synchronisation, addressables), offline first considerations
  - On-demand / live content delivery: bundles, localized content, DLC-style updates
- **Ship, operate, and improve (Live Ops):**
  - Build pipeline setup for dev / prod (CI-friendly) and release management
  - Cohort-based rollouts: optional / forced updates, feature flags, staged releases
  - A/B testing support, QA with user groups, bug triage and fixes



### Your profile:

- Experienced Unity / C# developer with a release track of at least three **mobile games**
- Proficient with **latest Unity, UI Toolkit**, data binding + localization, structured UI architecture
- Solid 2D animation / VFX skills to create high-quality feedback loops (“instant gratification”)
- Experienced with mobile platforms (iOS, Android), bundles, CDNs, push Notifications, **Unity Gaming Services** (Cloud Code, Cloud Save, ...)
- Monetization tools / integrations such as webshops
- German language skills are desirable

### We offer:

- Startup office **Graz (Austria)** with **homeoffice / hybrid options**
- **30 – 38.5 hours per week (employment)**, begin **February / March 2026**
- High ownership in an impact-driven, fast-iteration environment with short decision paths
- Fair compensation based on the **Austrian IT collective agreement** with willingness to overpay depending on experience
- Free food / coffee and strong personal development opportunities
- Growth path (e.g., long-term full-time perspective, team lead)

**You are interested?** Send us your portfolio, CV and motivation letter to [office@edventure.studio](mailto:office@edventure.studio)

We are looking forward to get to know you 😊