

# **Unity / 3D Developer**

# Unity / 3D Developer Job Specification

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## About Us

13.10.2025

COMO is forward thinking creative technology studio founded in early 2020 on a combined 30 plus years of experience that specialise in interactive brand experiences for real estate sales and marketing. We are passionate about improving and enhancing consumer purchasing experiences across various sectors of the industry. Our key areas of focus are in Augmented Reality, Real Time 3D Apps, Interactive Touch Tables & Media Walls and 3D for Web.

In 2022 we also launched our sister brand, MagicHatch, which represents our interests in additional sectors outside of real estate.

We are based next to Old Street station, London but have a flexible working policy to allow working remotely, although we are studio based.

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## About You

You are a passionate developer with a keen eye for detail and R&D.

You will have a wide range of design influence and enjoy innovation in all that you do.

You will be driven to push best in class and comfortable to share and drive new ideas.

You are looking to grow your career within a studio across various sectors of work.

You will have a keen interest in Augmented Reality that will form part of you commercial portfolio or personal projects.

You are organised and collaborative in your approach.

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## The Role

We are looking for a highly skilled and highly motivated developer to produce Apps primarily focused on the property industry. However the business is growing in other sectors, specifically delivering Augmented Reality experiences.

The role requires a broad range of skills and experience to produce interactive solutions for platforms including iOS, Android, Windows, and Web across mobile, tablet and multi-screen installations.

It is a collaborative role with a team of developers and designers delivering a range of solutions however there will also be a need to run individual projects on a sole basis.

The role will require a full software lifecycle approach from designing, coding, debugging, documenting and service of Apps.

You will be comfortable and proficient in working with designers in-house, clients and 3rd party stakeholders to produce market leading creatively led systems while enhancing existing features and adding new systems to extend an established code base.

You will be building and maintaining core platform components, pipelines and tools across target platforms.

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## Key Responsibilities

Support production workflows by tracking tasks, reviewing internal work in progress, and ensuring apps are delivered inline with deadlines and to the correct creative standard.

Run and lead on projects end to end, communicating clearly with internal teams to ensure best in class delivery of projects, on budget and to brief.

You will be the key point of contact between client services and production.

You will lead interim internal design reviews of projects with developers and designers, and lead the final internal reviews with senior management ahead of client delivery.

Lead all Quality Assurance and testing of systems.

Proactively collaborate with teammates and communicate with project stakeholders to ensure project efforts proceed with efficiency and predictability.

Help the studio deliver projects against line items set out at proposal stage and that any additions are accounted for along with aiding tech installations.

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## Skills Required

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Minimum 3–5 years of commercial experience.

Proven expertise in C# and Unity.

Track record of producing apps for iOS, Android, and Windows across mobile, tablet, and desktop.

Experience with real-time 3D (native & web) and tools such as Autodesk 3ds Max and Blender.

Ability to work independently and self-direct effectively.

Strong debugging skills with a demonstrable ability to identify and fix code errors.

Excellent organisational skills, with a strong design sensibility and outstanding communication/collaboration abilities.

Ability to quickly understand and work with existing codebases.

Experience writing clear, maintainable, portable, and performant code with a focus on resource management.

Proficiency with Git for version control and collaborative development.

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## Skills Beneficial

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Experience integrating RESTful APIs and web services into Unity applications.

Production experience with JavaScript front-end frameworks (e.g., React, Vue).

Development experience with C++ and Unreal Engine.

Hands-on experience in AR/VR development.

Shader development expertise for Unity, Unreal, or Web

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## What We Offer

Salary DOE

33 Days holiday (Inc public holidays).

Pension scheme.

A fun, friendly, collaborative studio.

Regular team events, lunches, drinks.

Opportunity to work on a wide range of projects across various industries, UK & International.

Based in our London studio, with a flexible working from home policy.



## Our Studio

*We are trusted to deliver*

With trust from our clients and across our studio, we explore with freedom and deliver with confidence.

*We innovate with purpose*

Curiosity drives us to push ourselves, technology and our clients to produce outstanding solutions and reach new levels.

*We focus on service*

Understanding how people truly engage with content, we are passionate about improving and enhancing consumer experiences.

*We collaborate for success*

Working closely with clients and third parties, we are there for every crucial decision - and offer support long after a project has finished.

*We work with integrity*

Every piece of advice we offer, decision we make, and experience we deliver is backed by the strongest principles and highest standards.

## To Apply

Let's meet for a coffee to discuss our studio in more depth and learn about you.

[coffee@como.london](mailto:coffee@como.london)

Links:

<https://como.london/>

<https://magic-hatch.com/>