

Unity Gameplay Designer/Developer - Independent Contractor

Role Overview: Outlier Technology, LLC is seeking a Unity Gameplay Designer/Developer with strong Unity and C# experience to help build polished, responsive, and emotionally engaging interactive therapeutic software. This remote contract role is intended for a developer who brings a game designer's sensitivity to timing, usability, visual feedback, interaction quality, and overall user experience.

Our current flagship project involves engineering data-driven, personalized, computer vision, machine learning, and music-based augmented reality neurotherapeutics for individuals with Alzheimer's disease. These tools allow users to engage interactively with music creation in the context of individualized rehabilitation interventions that adapt to their musical tastes and clinical needs.

The ideal candidate will have strong fluency in Unity, C#, gameplay programming, interactive application architecture, polished UI implementation, animation timing, input responsiveness, OOP, and Git-based collaborative development. Experience in neuroscience is not required; the role is designed for a thoughtful Unity developer who can collaborate with software engineers, music technologists, designers, neuroscientists, artists, and clinical researchers. The position is fully remote, with regular Zoom meetings and collaboration with a highly interdisciplinary team. While U.S. citizenship is not required, all remote work must be performed within the U.S. Compensation will be based on skills and experience. Target start date is Aug 1st.

Key Responsibilities:

- Develop gameplay systems and interactive therapeutic experiences using Unity and C#
- Design and implement polished user interfaces, responsive user interactions, transitions, animation timing, visual feedback, and overall game feel
- Build maintainable, modular gameplay systems that integrate cleanly with the larger software platform and establish Unity architecture best practices for long-term maintainability
- Integrate graphics, animation, audio, and user interaction into cohesive cross-platform experiences for Windows, macOS, and future mobile platforms
- Optimize applications for smooth performance, rendering, frame rate, input latency, and reliable responsiveness across platforms
- Participate in collaborative development, code reviews, technical discussions, prototyping, and testing feedback cycles
- Rapidly prototype new gameplay ideas and iterate based on user testing and team feedback

Required Expertise:

- 5-10 years of experience developing applications in Unity using C#
- Solid understanding of gameplay programming, interactive application architecture, object-oriented programming principles, and maintainable software design
- Experience working on collaborative software or game development teams
- Experience implementing polished UI, responsive user interactions, animation, transitions, usability improvements, and visual feedback
- Experience using Git in a collaborative development environment
- Excellent debugging, problem-solving, communication, and technical discussion skills
- Ability to work independently in a fully remote environment while collaborating effectively with a multidisciplinary technical team

Preferred Qualifications:

- Experience shipping Unity applications or commercial games; portfolio, GitHub profile, demo reel, shipped applications, or personal Unity projects strongly encouraged
- Experience optimizing performance, rendering, frame rate, and input latency across multiple platforms; experience developing cross-platform applications for Windows, macOS, and mobile preferred
- Familiarity with Unity animation systems, Timeline, Addressables, Scriptable Objects, and the Input System
- Experience implementing real-time audio systems, playback scheduling, synchronization, or interactive music in Unity
- Familiarity with DSP, procedural audio, generative music, or audio middleware such as FMOD or Wwise
- Musical experience at any level, including instrumental performance, composition, production, sound design, or audio programming
- Experience using AI-assisted development tools such as Claude, ChatGPT, GitHub Copilot, or Cursor
- Experience developing videos games, educational software, accessibility-focused applications, or healthcare tech

Outlier is an early-stage neuroscience innovation start-up and the recipient of Phase I & 2 SBIR funding from the National Institute on Aging and the 2023 & 2024 Catalyst Award from the National Academy of Medicine. Our present work explores the development of data-driven, immersive musical tools to improve cognitive health and emotional wellbeing in individuals with neurological conditions such as Alzheimer's disease. For more information on current opportunity postings visit <https://outliertechnology.com/open-roles> or email info@outliertechnology.com.