



Finz Games (Pvt) Limited.

About Finz Games

At Finz Games, we're all about crafting unforgettable gaming experiences that players can't get enough of! We're a team of passionate game-makers, boundary-pushers, and fun-lovers working together in a creative, supportive environment. Every idea counts, and every voice is heard — especially yours.

Role Overview: Software Engineer Intern (Unity)

Ready to turn your passion for gaming into playable worlds? As a Software Engineer Intern at Finz Games, you'll step into the exciting world of game development — building, coding, and optimizing interactive experiences using Unity and C#. This is your opportunity to level up your skills, work on exciting game projects, and shape gameplay that reaches players around the world.

Job Location: Johar Town, Lahore

Job Mode: Office-based

Employment Type: Full-Time/ Part-Time (Depends upon candidate's availability)

Working Days: Monday to Friday

Working Hours: 09:00 AM to 06:00 PM (Depends upon candidate's availability)

Eligibility Criteria:

- A Bachelor's degree in Computer Science, Software Engineering, Information Technology and other related fields (graduates preferred; final-year students in their 7th or 8th semester may also be considered).
- Academic exposure to Unity game development concepts.
- Proficiency in basic coding and programming structures, particularly C#
- A strong grasp of object-oriented programming (OOP) principles
- Understanding of data structures and algorithms and their relevance in game development
- Awareness of game mechanics, analytics, and the game development cycle
- A creative mindset, strong logic, and a desire to keep learning
- Excellent communication and a collaborative spirit

Responsibilities:

- Bring game ideas to life by implementing core features and mechanics
- Craft clean, efficient, and scalable code using Unity and C#
- Collaborate with designers, artists, and senior developers to align on gameplay vision
- Optimize game performance across devices to ensure a smooth, engaging experience
- Troubleshoot and resolve bugs, glitches, and performance bottlenecks
- Contribute ideas and feedback during brainstorming and design discussions
- Maintain clear documentation and follow best practices in code architecture
- Stay ahead of trends in Unity development and gaming technology

Send your resume to careers@finz.io and become a part of a team that's redefining what fun looks like. Let's build the next big hit in gaming — together!