



Mobile Game Developer

Restorative Neurotechnologies Srl, also known as RNT, is a dynamic start-up company growing throughout Italy and Europe. RNT manufactures and commercializes a Class II Medical Device under MDR regulation for cognitive rehabilitation.

Key responsibilities

Your tasks will focus on the realization of customer satisfaction, because as a B2B customer centric business we believe that the success of solutions depends above all on the health and satisfaction of the activated customer network.

#	Area	Activities and Responsibilities
1	Design and develop	<ul style="list-style-type: none">• Design and develop games and gamified applications for the med-tech sector, focusing on user-centric experiences.• Write efficient, clean, and scalable code using leading game engines (e.g., Unity, Unreal Engine).
2	Prototypes	<ul style="list-style-type: none">• Create interactive prototypes and mockups to validate ideas and concepts with internal teams and external stakeholders.
3	Quality	<ul style="list-style-type: none">• Perform testing to ensure the developed games meet quality standards and are bug-free.
4	Teamwork	<ul style="list-style-type: none">• Monitor project progress and make iterative improvements based on continuous feedback, meeting deadlines and quality objectives.• Work in an Agile environment, actively participating in sprints, retrospectives, and reviews to ensure project goals are met.• Collaborate with cross-functional teams, including software developers, UX/UI designers, and clinical experts, to translate medical requirements into effective gaming experiences.



Requirements

1	Education
	<p>Degree in Game Design, Computer Science, Software Engineering, or related fields. is preferred</p> <p>General knowledge of QMS standards (ISO 13485);</p> <p>General knowledge of Medical Device Regulation 2017/745;</p> <p>Knowledge of IEC 62366 Medical devices Application of usability engineering to medical devices</p> <p>Knowledge of ISO 14971 Medical devices — Application of risk management to medical devices</p>
2	Experience
	<p>Experience in game design and development, with strong knowledge of major game engines (Unity, Unreal Engine) and programming languages (C#, C++, JavaScript, Python).</p> <p>Previous experience developing games or applications in the medical or learning sector.</p> <p>Experience in UX/UI design and working on user-centric interfaces for mobile, desktop, and VR/AR platforms.</p> <p>Familiarity with the medical field or an interest in applying game design to improve patient and healthcare provider experiences.</p>
3	Technical skills
	<p>Proficiency in Unity</p> <p>Proficiency with prototyping tools such as Figma, Sketch, or Adobe XD.</p> <p>Familiarity with VR/AR and their applications in the healthcare industry.</p> <p>Understanding of gamification principles applied to medical or learning contexts.</p>
4	Soft skills
	<p>Strong problem-solving skills and the ability to translate complex requirements into intuitive and engaging gaming experiences.</p> <p>Time management skills and the ability to handle multiple projects simultaneously, meeting strict deadlines.</p> <p>Excellent communication and collaboration skills.</p> <p>Experience working in Agile teams, familiar with tools like Jira, Trello, and methodologies such as Scrum or Kanban.</p>



Working conditions

- Office location: Palermo. We encourage in-office presence at least three days a week to foster collaboration and team synergy.
- 6-Month Consulting Contract with Potential for Extension

Contact person for this position

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