Unity Developer – Industrial Digital Twin

Work mode: Remote / Hybrid / On-site (to be agreed)
Employment type: B2B or Employment Contract
Working language: English (international projects)

Company: DBR77

DBR77 is transforming industry through **Digital Twin technology**.
We are looking for an experienced **Unity Developer** to help us build an advanced **Industrial Digital Twin** — an interactive, operational digital replica of real industrial environments.

If you value **clean architecture**, **system thinking**, and want to build software that **directly impacts how factories operate**, we'd like to talk.

https://dbr77.com

About the Project – What Digital Twin Means at DBR77

At DBR77, we develop a **production-grade Digital Twin system** for industrial plants.

This is **not**:

- a static "as-built" 3D visualization
- a marketing demo
- a one-off simulator

DBR77's Digital Twin is a **living, operational model** of an industrial facility that:

- reflects processes, assets, states, and production events
- integrates data from IT/OT systems, IoT, and automation
- supports **analysis, simulation, and operational decision-making** for engineering and management teams

At DBR77, **Unity is the operational layer** of the Digital Twin — the place where:
data → model → interaction → decision

The Role

We are looking for a **Unity Developer** who wants to co-create a **true industrial-grade Digital Twin system**.

This role is for someone who:

- thinks systemically
- understands the difference between **visualization** and an **operational model**
- wants to work at the intersection of **software, data, and real industrial processes**

Responsibilities

- Development of the **core Digital Twin application** in Unity
- Modeling industrial object logic: relationships, states, events, and flows
- Integration of external data sources (IoT, APIs, process data)
- Designing a **modular, scalable architecture**
- Performance optimization for:
  - large scenes
  - complex data structures
  - long-running applications
- Collaboration with:
  - automation engineers
  - process engineers
  - data and AI teams
- Participation in the development of a **production system used in real industrial plants**

Requirements (Must-Have)

- Minimum **3 years of commercial experience with Unity**
- Very strong **C#** skills
- Practical knowledge of **design patterns**
- Ability to design **clean, maintainable architectures**
- Experience in **performance optimization** (code and assets)
- Strong debugging skills for complex systems
- Git and collaborative development experience
- Very good command of **English**

Strongly Preferred (Very Important)

- Experience in:
  - industrial projects
  - engineering systems
  - simulation platforms
  - system-level (non-gaming) applications
- Understanding Digital Twin as a **system**, not a visualization
- Experience with **Unity WebGL** or web-based Unity applications
- Ability to work with **time-dependent / real-time data**

Nice to Have

- Shader Graph
- Dependency Injection (Zenject or similar approaches)
- Experience with PC / Mobile / VR / AR platforms
- UI Toolkit
- Basic understanding of:
  - manufacturing processes
  - industrial automation
  - factory logic and constraints

What We Offer

- Work on a **real Digital Twin system deployed in industry**
- Direct impact on how production facilities operate
- Collaboration with teams in:
  - automation
  - robotics
  - AI and data engineering
- A mature engineering environment:
  - no chaos
  - no "demo features"
  - no over-engineering
- Long-term collaboration

This Role Is NOT for You If:

- you are looking for gaming projects
- you are mainly interested in visual effects
- you are not interested in understanding industrial domains

This Role IS for You If:

- you want to build **systems**, not demos
- you care about the chain: **process → data → model → decision**
- you treat Unity as an **engineering tool**, not just a 3D engine

How to Apply

Send your CV to: **hr@dbr77.com**
Please include the job title in the email subject.

Application deadline: February 20, 2026

GDPR Clause

Please include the following consent clause:

"I consent to the processing of my personal data included in my application documents by DBR77 for the purpose of conducting the recruitment process for the position specified in the job posting."