

Careers for real-time creators - Careers in Programming

So my day to day is really looking through what the development plan is like, checking in with the heads of different teams to find out where there's a problem, and I give my advice. And there's times when I'll hop back into Unity and try to debug something. Now, coming in with fresh eyes I might be able to spot something.

A typical day in my working life is logging on, answering student questions and helping them debug any programs and then I spend a lot of time with Unity going through it and learning new bits of it myself and putting together tutorials, lots of screen recordings, lots of coding, lots of research and lots of reading.

Once I'm certain that I don't have to do any more Slacking or emailing in order to make sure that everybody's happy, I go to work on code. Right now that's a lot of performance work, so that means sitting down, profiling the editor, the runtime and all of the other sorts of problems we could encounter while we're building an engine.

So as a product manager here at Unity we spend a lot of time with our customers but also with our engineering teams, as well as a lot of different teams inside Unity. Our number one goal is to ensure that our users and our customers, we're solving very difficult problems, in our case in the gaming side, whether it's behaviours or testing video games.

I usually start out with my emails or Slack messages from colleagues and external partners and then from there I'll usually then dive into live learning work. I'm also in meetings pretty much all day in regards to live learning and then I usually end my day with a little bit of focus time for myself to work on personal projects or tasks that I need to get done.

I don't think there is such a thing as a typical day at Unity, that's for sure. In developer relations a lot of my role is talking to customers and talking to studios, and it can be about a range of things, sometimes it's technical in nature that they have an issue that needs resolving, or they have a bug in the engine that they'd like fixed. Oftentimes it's questions about the future of Unity, it's questions about their game and how we can

support them, it's aligning roadmaps and features together, or it's just providing product feedback and suggestions for how we can improve.