

Senior 3D Artist

Company: MadVR Solutions Private Limited

Location: Guwahati or online

Position Type: Full-Time

Overview:

MadVR Solutions Private Limited, an emerging organization in virtual reality (VR) based surgical training, is searching for a skilled Senior 3D Artist to join our dynamic team. The ideal candidate will have a passion and experience of creating high-quality 3D models and animations, for VR platforms, and in the domain of surgical training and simulation.

Key Responsibilities:

3D Modeling

- Designing and modeling detailed 3D characters, anatomy, virtual environments, and props that align with the product's artistic style and technical requirements
- Texturing and shading 3D assets to enhance realism of human anatomy, surgical tools and implants and other surgical components
- Optimizing 3D models to meet performance standards for standalone VR devices and ensure smooth interaction across various platforms
- Implementing lighting techniques to set contextually appropriate atmosphere of environments

3D Animation and Rigging

- Rig models for dynamic interactions and realistic movement.
- Create animations that simulate surgical procedures, demonstrating both the equipment's function and the surgeon's technique
- Animating characters and objects to create dynamic and believable movements within the virtual operation room

Collaboration and coordination

- Collaborating with user experience designers and developers to ensure assets are effectively integrated into the game engine
- Working with developers to develop and maintain pipelines and workflows
- Participating in design reviews and incorporating feedback to refine the realism and medical accuracy

- Ensuring consistency and quality across all visual assets within the training environment

Documentation

- Staying current with industry trends, software updates, and new techniques in 3D art and design
- Maintain documentation of design processes, asset libraries, and animation sequences.

Additional Responsibilities

These responsibilities are not mandatory, however candidates with following skillsets are preferred.

- Importing and managing assets on Unity - knowing to import 3D models, textures, and animation to unity including understanding the setting for importing like scale, rotation, and texture compression options
- Materials and Textures: Be able to create and apply materials using Unity's Shader system. Understand how different shaders affect the appearance of objects and how to optimize texture settings for performance.
- Lighting: Understand the basics of lighting in Unity, including how to place and manipulate different light sources, and the implications of lighting settings on realism of models and assets
- Rigging and Skinning: Basic understanding how to import and troubleshoot rigs in Unity.
- Play Testing: Learn how to test scenes and interactions within Unity's play mode to ensure that everything works as expected.
- Performance Optimization: Have a basic understanding of Unity's Profiler tool to check the performance impact of different elements like models, textures, and scripts.

Daily Responsibilities

You are expected to work independently, creatively and collaboratively to contribute to the project

- Designing and producing detailed 3D models and textures for MadVR's training platform
- Collaborating with designers and programmers to integrate models and animations into surgical modules
- Optimizing 3D assets for performance and quality within the virtual environment
- Contributing ideas and participating in creative discussions for designing surgical training modules

- Providing feedback and guidance to junior artists on the team
- Ensuring that deadlines are met and that assets align with the company's vision

Qualifications

- Bachelor's degree in Animation, Game Design, Graphic Design, or a related field.
- Minimum 4 years of production-level experience in 3D modelling and animation, with a strong portfolio showcasing detailed models and animations. Experience in medical/surgical simulations is a plus.
- Proficiency in 3D modelling and animation tools like Blender, Maya, 3DS Max, ZBrush, etc.
- Knowledge of VR development platforms such as Unity3D and their constraints.
- Exceptional attention to detail and commitment to accuracy.
- Ability to work collaboratively and receive feedback.
- Excellent communication skills.

How to Apply:

Interested candidates are invited to submit their updated resume, and portfolio link to career@madvr.in. Please use the subject line "3D Artist – [Your Name]".

MadVR Solutions Private Limited is an equal opportunity employer. We celebrate diversity and are committed to creating an inclusive environment for all employees.