



VR/3D Technical Designer

Goals: Helping the CTO and marketing teams to make and deliver custom made 3D VR applications for clients, partners and communication purposes. Bringing up to excellence technology and creation workflows.

Work location: Los Angeles or Geneva (to be discussed).

The selected candidate will be responsible for helping to create interactive experiences and custom applications with our proprietary 3D/VR content creation engine and other industry standard tools. The successful applicant will work in a dynamic entrepreneurial environment in close collaboration with the CTO, marketing, developers, and external content studios and partners using Imverse software solutions.

The selected candidate will also work on the UI, UX, and testing of our 3D software and its provided tools and visuals. She/he will ensure a great immersive user interaction and user experience and help with the identification of problems and bugs to help the product development. She/he will propose new immersive designs (2D & 3D), respecting the software identity, as well as new interactions, and improvements to the user journey of our offering.

Make and improve mixed reality contents with the use of our technology for festivals visibility, Marketing/PR purposes, and custom industrial projects in partnerships in fields such as building information modeling. Suggest ideas for new applications and creative tools together with the product development team. Create dynamic motion design interactions with C++ code in Imverse software engine. Seamless integration with other platforms and cloud solutions. Generation and improvement of media assets for communication. Stress test the software platform and the tools provided together with it, especially the elements linked to the user interface and interaction.

Required skills

- **Some experience of C++ or sufficient programming background to learn the basics.**
- Experience with Unity/Unreal and 3D workflows.
- Talented in user experience and possessing user interaction tools knowledge.
- Some experience creating VR content, games or interactive medias experiences and applications (portfolio)
- Strong reliance on lean user experience and fast prototyping.
- English (professional working proficiency).

Good to have

- Diploma in VR, Game, Interactive Media, 3D UX/3D UI, Computer Graphics, or any similar degree.
- Technical and design thinking approach to VR content as software, entertainment or BIM.
- Some experience with 3D modeling, animation and other 3D creative processes.
- Experience with Autodesk software like Maya and 3dsMax, After Effect, and Photoshop.

Personality

- Must be on top of the latest 3D workflows
- User/consumer centric but realistic
- Independent and proactive
- Solution oriented, focus on priorities, and embracing imperfection

Salary and contract to be discussed