

TEXTURING ARTIST

About Us

Digital Rhombus Studios Pvt. Ltd. is a new media company that caters to all aspects of Virtual Reality. We currently design, develop and deliver business solutions in the AR, VR and MR space. Our deliveries begin from browser based 360 VR to Rift and even Hololens.

The company has already developed and delivered solutions on the above listed devices for various technology companies.

Primary Requirement:

3D Artist with lighting and texturing capabilities majorly and also conversant with modelling basics.

Experience:

4-5 years

Detailed Requirement:

- The candidate should be extremely well-versed with 3D fundamentals.
 - Software experience: primarily 3DS max and Substance Painter, Maya and After Effects knowledge will attract a preference.
 - A creative mind towards materials and lighting, finesse in 3D execution would attract preference.
 - The candidate should have a fundamental understanding of Gaming Engines - Unity or Unreal.
 - A good understanding of light and textures for VR and AR related products.
 - Knowledge of softwares used in other industries like IDC, geospatial mapping, AECO etc. would certainly attract preference.
 - Experience with delivery to Gaming and VR platforms would attract a preference.
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Position Detail

Salary:	Industry standard but based on ability, negotiable.
Location:	Mumbai, Andheri (East)
Type:	Permanent
Language:	English, Hindi
Other Skills:	Familiarity with MS suite of products Good English writing skills (to facilitate response to clients if required)
Personality:	Pleasant, friendly and eager to work and learn.

Contact

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