Research Engineer (3D Modelling) - BT2
Singapore Institute of Technology

Job Title	Research Engineer (3D Modelling) - BT2
Department	Centre for Digital Enablement
Institution	Singapore Institute of Technology
	Singapore, , Singapore
Date Posted	Aug. 18, 2023
Application Deadline	Open until filled
Position Start Date	Available immediately
Job Categories	Research Scientist/Associate
Academic Field(s)	Design - Graphic Design/Illustration
	Fine Arts - General
Job Website	https://careers.singaporetech.edu.sg/cw/en/job/498487/research-engineer-3d-modelling-bt2
Apply By Email	
Job Description	

Research Engineer (3D Modelling) - BT2

Job no: 498487
Department: Centre for Digital Enablement
Contract type: Contract
Apply now

As a University of Applied Learning, SIT works closely with industry in our research pursuits. Our

research staff will have the opportunity to be equipped with applied research skill sets that are relevant to industry demands while working on research projects in SIT.

The primary responsibility of this role is to deliver on an industry innovation project where you will be part of the team to design and develop 3D models, UI/UX, and gameplay.

Key Responsibilities

- Participate in and manage the research project with Principal Investigator (PI), Co-PI and the research team members to ensure all project deliverables are met.

- Undertake these responsibilities in the project:

  i. Design and draw 2D image assets.
  ii. Design and model 3D assets (e.g., furniture, equipment, scene, characters, etc.), which involves repairing geometry, crafting geometry, texturing, animating, shading, etc.
  iii. Design UI/UX aspect for virtual reality and desktop application platforms.
  iv. Supervise students in carrying out their work.

- Carry out Risk Assessment, and ensure compliance with Work, Safety and Health Regulations
- Work independently, as well as within a team, to ensure proper operation and maintenance of equipment.

Job Requirements

- A degree in Bachelor of Fine Arts or relevant field.
- Experience in industry projects in the roles of 3D modeler and/or UI/UX designer.
- Proficient in 2D content creation tool such as Adobe Photoshop, GIMP, etc.
- Proficient in 3D content creation tool/3D modeling software such as Autodesk 3DS Max, Autodesk Maya, Blender, ZBrush etc.
- Proficient in design tools such as Sketch, Figma, Adobe XD, or similar.
- Experience in prototyping games by using Unity and/or Unreal will be an advantage.

Apply now
Advertised: 18 Aug 2023 Singapore Standard Time
Applications close: 31 Oct 2023 Singapore Standard Time

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Contact Information

Please reference Academickeys in your cover letter when applying for or inquiring about this job announcement.

Contact

Singapore