Position Available: 3D Animator/Digital Artist for Augmented and Virtual Reality Interactive Systems

Job Description:
Looking for an experienced 3D animator or 3D digital artist for the generation of digital assets for data visualization and augmented reality projects, including interactive virtual historical records, immersive world recreations and holographic computing. Animators and artists will work across disciplines, engaging with visualizing archeology and anthropology to environmental analysis and research, while using cutting edge equipment such as Microsoft Hololens, Oculus Rift and Google Cardboard.

Animator Duties
- Coordinate with Project Lead 1x a week
- Development of new digital assets for visualization
- Develop both high fidelity reconstructions and low poly models
- Occasional field work to historical or environmental sites

Qualifications
- UC Merced Student
- A demonstrated passion for creative arts and engineering
- An energetic self-starter with the ability to adapt quickly and readily learn new skills
- Confidence to work independently, and as a team, and show consistent initiative is a must
- Able to identify when a change is required, and take the initiative to implement or recommend the change appropriately
- A creative arts portfolio is required
- Experience with 3D animation programs (Recommend Blender)
- Experience with creation of digital assets

Submit Cover Letter and Resume to Brandon Stark, bstark2@ucmerced.edu

Application Deadline: September 18th, 2015