

**CENTRE FOR DEVELOPMENT OF IMAGING TECHNOLOGY (C-DIT)**  
Chithranjali Hills, Thiruvallam P.O., Thiruvananthapuram – 695 027

Notification No.C-DIT/HR-01/2022 dated 04.01.2022

**Walk-In-Interview**

C-DIT invites applications from eligible candidates to be engaged as 'Trainees - Game Developer, 3D Modelling Artist and 3D Texture Artist/Animator for the Augmented Reality (AR)/Virtual Reality (VR)/Mixed Reality (MR) project in its Communication Division at Gorky Bhavan, Thiruvananthapuram.

Date & Time of Interview	17.01.2022, 11. 00 AM to 01.30 PM
Place	C-DIT Office, Gorky Bhavan, Bakery Junction, Thiruvananthapuram. Contact No. 9847661702
Required Nos.	1. Game Developer Trainees – 2 Nos. 2. 3D Modelling Artist Trainee – 1 No. 3. 3D Texture Artist/Animator – 1 No.
Stipend	Rs.10,000/- per month (Consolidated)
Nature of engagement	Trainees for six months.
Age Limit	18-30 yrs (candidates shall not exceed 30 years as on 04.01.2022)

Qualification & Skills Required :

<b>I. Game Developer</b>	Graduate in Computer Science/Computer Applications/IT/Engineering from a recognized institute.
<b>Skills Required:</b> <ul style="list-style-type: none"> <li>• Knowledge of C++/C# object-oriented programming and scripting language skills.</li> <li>• Basic understanding in working with game assets (meshes, animations, materials, etc)</li> <li>• Basic understanding of all the different mobile game technology areas (gameplay, rendering, tooling, AI, etc.)</li> <li>• Basic understanding in 2D and 3D graphical user interface programming and workflow for embedded applications</li> <li>• Basic understanding of UX design process and experience working with UX design team and/or development team</li> <li>• Passionate about art and games, creative thinking and problem-solving skills</li> </ul>	
<b>2. 3D Modelling Artist</b>	Degree in Graphic Design/Animation/ Fine Arts OR Plus Two with One year Diploma in Graphic Design/Animation/ Fine Arts OR B.Tech in any stream

Skills Required:	
<ul style="list-style-type: none"> <li>• Knowledge in one or more 3D packages (e.g., Autodesk Softimage, 3D Studio Max, Blender, Cinema 4d Maya, IXSI, Light Wave, Z Brush) and Photo Editing Software such as Photoshop and Illustrator.</li> <li>• Intermediate level working knowledge on Polygon modelling/Spline Modelling/ Surface Sculpting/Detailing, building proper UV templates and image manipulation knowledge.</li> <li>• Passionate about art and games, creative thinking and problem-solving skills</li> </ul>	
3. <b>3D Texture Artist/Animator</b>	Degree in Graphic Design/Animation/ Fine Arts OR Plus Two with One year Diploma in Graphic Design/Animation/ Fine Arts OR B.Tech in any stream
Skills Required	
<ul style="list-style-type: none"> <li>• Knowledge in one or more 3D packages (e.g., Autodesk Softimage, 3D Studio Max, Blender, Cinema 4d Maya, IXSI, Light Wave, Z Brush) and Photo Editing Software such as Photoshop and Illustrator.</li> <li>• Passionate about art and games, creative thinking and problem-solving skills</li> </ul>	

Interested candidates may attend the walk-in-interview on the date and time specified above with resume and original certificates proving qualifications and skills for the above roles. Self-attested copies of the certificates have to be submitted to the interview board. The Interview will be conducted strictly adhering COVID-19 protocol and candidates shall report on time.

**Sd/-  
Registrar**

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