

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

Notification No.C-DIT/HR1-05/2023 dated 18.04.2023

AR/ VR Developers Required for Projects

C-DIT is an autonomous institution set up by the Government of Kerala, functioning under the Dept. of Electronics & IT. As an approved Total Solution Provider (TSP) and Accredited Agency for Government IT initiatives, C-DIT undertakes various projects in IT/ITES, e-Governance, Web development, digitisation and Digital transformation for Government departments and organisations.

C-DIT invites online applications from eligible candidates for the following positions with opportunity to work in the projects of C-DIT.

Sl. No.	Particulars
C-DIT/HR1-05/1	Software Developer (AR/VR)
No. of Positions	2
Upper Age Limit	35 year
Educational Qualification & experience	B Tech Programming in C, C++ and C# languages Minimum 6 Months experience in Developing applications using Unity/Unreal Engine
Expertise	Strong proficiency with c # and scripting. Programming on Unity 3D gaming platform with AI/ VR requirements and connectivity Minimum 6 Months experience in developing AR/VR Applications using Unity Understanding the nature of 3d programming, 3d pipeline, asynchronous programming and its quirks and workarounds Complete knowledge of Unity3D including Unity GUI, asset bundles, materials and shaders, and iPhone/Android deployment Good knowledge of game physics and particle systems, and game designing skills are a definite plus Familiarity with current SDK and architectural patterns such AR Core, AR Kit, Vuforia, Oculus, HTC Vive Hololens is preferred Demonstrated design and UX sensibilities Experience testing mobile applications Experience in graphic programming- procedural mesh generation animations in a plus Experience creating and working with shaders is a plus Understanding accessibility and security compliance learn and

	<p>implement Enterprise policies and standards.</p> <p>Experience Implementing Integrations between multiple systems, servers, and environments</p> <p>Implementing automated testing platforms and unit tests</p> <p>A basic understanding of machine learning and computer vision in a plus</p>
Job role	<p>Develop Applications using Unity/Unreal Engine</p> <p>Prototyping and building next-generation AR/VR products based on Unity3D/C#</p> <p>Analyzing, designing, developing and debugging real-time AR software for prototypes and user experiences</p> <p>Producing VR/AR experiences that are viewable on mobile devices and web</p> <p>Working with pre-created images and 3D models to create photorealistic experiences</p>
Remuneration	Rs. 32560 -36000 per month
Period & Mode of Engagement	1 year on contract basis, extendable based on performance assessment
C-DIT/HR1-05 /2	AR/VR 3D Modeling & Rigging Artist
No. of Positions	2
Upper Age Limit	35 years
Educational Qualification & Experience	<p>A bachelor's degree in Animation and Visual Effects, or Game Art Design, or related field (an equivalent combination of related education, training, and experience may be considered)</p> <p>1 years experience in 3D modeling using Maya, 3Ds Max</p> <p>Minimum 6 Months experience in Blender/Maya/Mixamo/Animation/Modeling/Developing applications using Unity/Unreal Engine</p>
Desirable Skill Set	<p>Experience with the game engines (such as Unity, Unreal, CryEngine, etc.).</p> <p>Experience developing and optimizing for mobile devices (iOS, Android, etc.).</p> <p>Experience developing immersive 3D technologies</p> <p>Experience with ZBrush, Mudbox, or equivalent.</p> <p>Experience with photo editing software, such as Photoshop, GIMP, etc.</p>
Job Role	<p>Delivering high quality 3D models and animations for AR and VR</p> <p>Creating, rigging and animating characters to be used in real-time VR experiences</p> <p>Assist in producing high quality 3D and 2D art content for internal prototypes</p> <p>Optimization of models</p> <p>Partner effectively with PMs, engineers, user researchers, content strategists QA, overseeing the implementation of the</p>

	user experience from experience conception to launch as well as post-launch design support
Remuneration	Rs. 32560 -36000 per month
Period & Mode of Engagement	1 year on contract basis, extendable based on performance assessment
C-DIT/HR1-05 /3	AR/VR 3D Texturing Artist
No. of Positions	2
Upper Age Limit	35 years
Educational Qualification & Experience	<p>Bachelor's degree in Visual Effects, Animation ,Graphics Design or related field (an equivalent combination of related education, training, and experience may be considered)</p> <p>Minimum 6 months experience in Blender / Maya / Mixamo /Animation/Modeling/Developing applications using Unity/Unreal Engine</p>
Desirable Skill Set	<p>Experience with the game engines (such as Unity, Unreal, CryEngine, etc.).</p> <p>Experience developing and optimizing for mobile devices (iOS, Android, etc.).</p> <p>Familiar with any workflow of the texture map and material creation in 3D software. Experience in creating Metallic / Roughness and Specular materials</p> <p>Experience with materials and textures for AR pipelines, including creating photorealistic materials, file conversions and optimization.</p> <p>Experience in multiple 3D modeling /rendering software (e.g. 3dsMax, Maya, Blender, Unity, Substance, AR/VR).Experience with Adobe Photoshop</p>
Job Role	<p>Delivering high quality 3D models and animations for AR and VR</p> <p>Creating, rigging and animating characters to be used in real-time VR experiences</p> <p>Assist in producing high quality 3D and 2D art content for internal prototypes</p> <p>Optimization of models</p>
Remuneration	Rs. 32560 -36000 per month
Period & Mode of Engagement	1 year on contract basis, extendable based on performance assessment
C-DIT/HR1-05 /4	Senior Game Play Designer, AR/VR Applications
No. of Positions	2
Upper Age Limit	50 years
Educational Qualification & Experience	BFA / MFA / Bachelors or Master's degree in Game Design, Computer Science or a related field. 10+ Yrs Experience in Animation industry
Desirable Skill Set	<p>Knowledge of industry-leading AR/VR/XR technologies.</p> <p>Experience developing 3D interactive content (modeling, animation, rendering etc.).</p> <p>Experience in AR/VR with industry leading game engines (Unity,</p>

	<p>Unreal, etc.) and Frameworks (AR Core, ARKit).</p> <p>Experience building and releasing software in C/C++, C# or similar language.</p> <p>Advanced knowledge of application, data and infrastructure architecture disciplines.</p> <p>Understanding of architecture and design across Game development life cycles.</p> <p>Working proficiency in developmental toolsets.</p> <p>Ability to collaborate with high-performing teams and individuals throughout the firm to accomplish common goals.</p> <p>Understanding of software skills such as business analysis, development, maintenance and software improvement.</p>
Job Role	<p>Experience developing performant tools, content pipelines and interactive applications</p> <p>Deep knowledge of high fidelity (AAA games, VFX or Feature Animation) asset development techniques (edited)</p> <p>Proficiency in one or more of the following languages: Python, Swift, Objective-C, C/C++</p> <p>Excellent problem solving, critical thinking and communication skills</p> <p>Exposure to or experience with computer vision and/or deep learning</p> <p>Experience developing custom plugins for 3D DCC applications</p> <p>Good sense of UI and UX design, Attention to detail, passion and the ability to master new applications and technologies quickly</p>
Remuneration	Rs.44000-50000 per month
Period & Mode of Engagement	1 year on contract basis, extendable based on performance assessment
C-DIT/HR1-05 /5	Business Development Executive
No. of Positions	1
Upper Age Limit	40 years
Educational Qualification & Experience	Master's degree in Marketing, Communication, or in related field
Desirable Skill Set	<p>Knowledge of industry-leading AR/VR/XR technologies.</p> <p>Prior experience in business development or sales, preferably in the New Media industry.</p> <p>Understanding of social media, digital marketing, video production techniques and processes, and other forms of new media.</p> <p>Excellent written and verbal communication skills.</p> <p>Strong networking and relationship-building skills.</p> <p>Creative problem-solving abilities.</p> <p>Ability to analyze market trends, customer needs and provide strategic insights to the development team.</p> <p>Strong networking skills to build and maintain relationships with clients, partners, and industry influencers.</p> <p>Strong networking skills to build and maintain relationships with</p>

	<p>clients, partners, and industry influencers.</p> <p>Ability to think outside the box and come up with innovative solutions to complex business problems.</p> <p>Ability to collaborate with cross-functional teams, including designers, content creators, and project managers, to ensure successful project delivery.</p> <p>Ability to adapt to the constantly evolving landscape of New Media and stay up-to-date with the latest trends and technologies.</p> <p>Ability to lead and motivate teams to achieve business goals and targets.</p>
Job Role	<p>Create assets and textures in line with the project's artistic and technical direction (references, documents, etc.).</p> <p>Proactively identify new business opportunities and prospects-including new markets, growth areas, trends, customers, products and services</p> <p>Develop market strategies by researching lists of high potential prospects, and effectively implement, including marketing programs and monthly promotions</p> <p>Research and identify potential new clients or markets that CDIT could expand into, and develop strategies to pursue these opportunities.</p> <p>Develop and maintain relationships with clients, partners, and industry influencers to drive business growth.</p> <p>Work closely with cross-functional teams, including marketing, product development, and customer service to ensure successful project delivery and client satisfaction.</p> <p>Analyze market trends, customer needs, and competitive landscape to provide strategic insights to the development team and help guide product or service development.</p> <p>Stay current with the latest industry trends, new technologies</p> <p>.</p>
Remuneration	Rs. 26700 – 30,000 per month
Period & Mode of Engagement	1 year on contract basis, extendable based on performance assessment

General Conditions/ Instructions:

1. Candidates should read the instructions thoroughly and ensure that they possess the required eligibility conditions, qualification and experience in the relevant domains prescribed in the notification before applying for any post.
2. Age, qualification and experience possessed by the applicant **as on the closing date** of the notification only will be considered. Applicants shall clearly specify the details and provide supporting documents. Relaxation in upper age limit as applicable will be considered as per norms prescribed by the Govt, of Kerala, in the case of deserving categories, provided such candidates claim age relaxation in the application and upload/produce supporting documents to prove their eligibility. Relaxation in age or number of years of experience may be considered in the case of exceptionally deserving candidates with proven expertise in the relevant domains specified in the

notification, at the discretion of C-DIT.

3. Remuneration will be fixed suitably in the range specified, depending on the qualification, experience and performance of the candidate in the skill test/interview. The period of engagement will be initially for a period of one year in the project, which may be extended further for one more year, based on performance assessment, if there is further requirement in the project, subject to discretion of C-DIT.
4. The appointees shall have no claim for regular appointment in any of the C-DIT establishments or Government departments/agencies for which the projects are implemented, after the expiry of the project period.
5. Application shall be submitted only through online mode. Incomplete applications will be rejected. Acceptance or rejection of application of the candidates will be at the sole discretion of C-DIT and will be binding on the applicant.
6. **Documents to prove age, qualification and experience shall be uploaded along with the online application for scrutiny. Initial verification and short listing of applicants will be based on the details provided in the application and the copies of the documents uploaded.** Original certificates shall be submitted for verification at the time of joining. If any discrepancy is found in the application and documents, the offer letter shall be cancelled and the candidate will be disqualified. It will be the sole responsibility of the candidate to produce original documents for verification of their claims, when called for.
7. C-DIT reserves the right to increase or decrease the number of posts or to cancel the recruitment to any one or more posts at its sole discretion.
8. Inclusion of the candidate in the of the shortlist / provisional list will not be a claim for appointment.
9. No TA/DA will be provided to the candidates at any stage of the recruitment process.
10. Canvassing in any form will lead to disqualification. C-DIT has not engaged any recruiting agencies.

How to Apply

- Online application shall be submitted by visiting the portal www.careers.cdit.org.
- Candidates are expected to upload the scanned copy of the supporting documents, failing which the application may be treated as incomplete or could be rejected.
- Applicants should complete the online registration first and upload necessary documents. Then the application shall be finally submitted after verifying the details. Changes if any, can be made only before final submission.
- Applications forwarded through any other means including post, fax or e-mail will not be entertained.
- Applicants are advised to visit the web site and note down any change in the schedules/requirements published.
- List of shortlisted candidates will be published in the portals www.cdit.org and www.careers.cdit.org. The intimation to the candidate will be sent by e-mail only.
- Shortlisted candidates only will be eligible for the written test/skill test/interview.
- Skill test and interview will be conducted in online mode or physical mode, as required.

- Candidates will be shortlisted for interview based on the preliminary evaluation of the written/skill test.
- Guidelines and instruction for skill test and interview will be available in the portal **www.careers.cdit.org**.
- Provisional List of shortlisted candidates will be published in the portal **www.careers.cdit.org**.
- Final rank list will be published based on detailed evaluation and interview.
- Candidates shall be willing to join immediately on short notice if selected.
- All communications with the candidates will be through email only.

- Original certificates need to be produced during verification, before joining. If any discrepancy is found, offer letter shall be canceled and candidate will be disqualified.
- Applicant should furnish documentary proof, in case of equivalent courses.
- There is no application fee or payment involved in any stage of the recruitment.

The closing date of submission of online application is 29.04.2023, 5.00 PM.

**Sd/-
Registrar**