

Job Title	XR Creative	Location	Hamilton
Responsible To	Professional Services Manager	Position Type	Full-time
Travel Required	As required	Last Updated	17 June 2021
Direct Reports	None	Indirect Reports	None
Job Description			
Functional relationships	Internal: Business Analysts Software Developers Test Analysts Software Architects Project Managers	External: Contractors Clients End users Third party suppliers	
Core Values <ul style="list-style-type: none"> • Doing what we said we'd do, • Making our clients look good, • Giving our clients choices. 			
Purpose The XR Creative is responsible for 3D modelling, texturing and animation software and pipelines.			
Responsibilities <ul style="list-style-type: none"> • Design, create/edit and animate various 3D models for use in XR, • Design and create the user experience, from the user interface to interaction design to outputting the final product, • 3D Modelling/Texturing/Shader Creation and Animation for use in XR experiences • Carry out programming tasks to implement intended functionalities, user interactions and integrations with other tools and technologies, • Design and create the user experience, from the user interface to interaction design to outputting the final product, • Conceptualising ideas to develop XR applications and design storyboards for XR applications, • Technical feasibility analysis, • Adhere to XR development processes including version control, bug tracking, and design documentation, • Deploy to XR devices, • Carry out developer testing covering functional and non-functional testing, • Carry out R&D tasks to work with new products / technologies (hardware and software) and their SDK's, • Participate in pre-sales activities to provide technical information, project estimation and other relevant information, • Complete assignments to a high standard and in a timely manner, • Collaborate in a team environment across multiple disciplines to rapidly deliver XR software solutions. 			
Performance Standards <p>Development</p> <ul style="list-style-type: none"> • Able to develop high quality work in a timely fashion with a minimum of bugs and issues, • Able to identify the best solution to a problem, • Demonstrates a working knowledge of code and the ability to recognise and make changes where necessary. <p>Collaboration and learning:</p> <ul style="list-style-type: none"> • Able to form and foster strong collaborative relationships with the internal team and our clients that demonstrate mutual trust and a commitment to work together. 			

**Health and Safety:**

- Ensure colleagues and visitors comply with all health and safety policies, procedures and guidelines.

Core Principle:

- Live the Company-X values and always strive to provide clients with a positive experience.

Other Duties

- Willingly perform other duties as may be required in accordance with operational requirements.

Required Skills and Experience

- At least three years' commercial experience working in a production environment,
- Experience with software development processes including source control, bug tracking, and design documentation,
- Demonstrated ability working collaboratively in a cross-functional environment,
- Strong knowledge of more than one of the current XR frameworks,
- Proven ability to communicate with people from external organisations to work cooperatively on development projects,
- Professionalism regarding time, costs, and deadlines,
- Excellent English communication skills (oral and written),
- Methodical person with good organisational skills,
- Team player with good interpersonal skills,
- Enthusiastic, energetic, and willing to learn,
- A sense of humour.

Preferred Skills and Experience

- XR app development using Native Android / IOS or Unity with XR platforms,
- Scripting in Python, C#, JavaScript or similar,
- Experience on working with hand interaction technologies such as Leap Motion and Haptic gloves,
- FBX Pipeline or other data exchange pipelines,
- After Effects experience.