

Unity3D Developer / 3D Generalist

Location: Letchworth, Hertfordshire
Hours: 37 hours per week, plus overtime
Salary: Attractive Packages
Contract: Permanent

Sonovision is looking for a Unity3D developer with 2 to 3 years' experience with the ability to create 3D models, scenes and animations to support our expanding 3D and Immersive design teams. The candidate should have a strong portfolio, showing a range of 3D modelling and animation, and Unity3D developed experiences. A good creative design eye with excellent attention to detail that is self-motivated and proactive is paramount. This role would be ideally suited to an individual looking to pursue a career in developing in Unity3D with a keen interest in the 3D modelling and animation side too.

You will be working alongside our in-house design studio and 3D design teams, developing Virtual (VR) and Augmented (AR) Reality experiences for product training simulations and for sales and marketing purposes. You will also support in creating a range of 3D product animations and scenarios which will include building scenes, animating, lighting and texturing. The individual will work from briefs and storyboards, with the opportunity to take a leading role. The candidate must have a solid knowledge of Unity3D, 3D Studio max 2017 or above and VRAY and an interest in creative design would be beneficial. Users of Maya are also welcome to apply.

Sonovision UK provides a full range of Technical Publications, Graphic Design and E-learning solutions to multi-national companies world-wide. Our Design Studio provides a broad range of creative print and digital design services along with video production and editing. Working with our 3D modellers and animators, we develop product visualisations and walk through animations for marketing and E-learning material making us a unique design agency.

Key Tasks and Responsibilities:

- Developing VR and AR training experiences using Unity3D or Unreal game engines
- Lead from a technical perspective providing expert knowledge and skills
- Develop interactive and tablet based content using Unity3D
- Ensure all environments are optimised correctly to meet the hardware limitations
- Write easy to understand and well commented code
- Creating a variety of 3D product animations and real-life scenarios, developing realistic lighting scenes, texturing and creative animation sequences
- Able to work to scale when building 3D models
- Involvement in the full project lifecycle – from brief and pitch to delivery
- Working from scamps, storyboards or customer briefs
- Proactive in asking questions directly to team members and clients
- Good problem-solving skills
- Staying on track with emerging digital trends and culture
- Articulating and presenting creative ideas/treatments to teams and clients

Skills required for this role:

- Knowledge/understanding of the Unity and/or Unreal Games engines.
- An understanding of the Unity UI system.
- An understanding of VR/AR.
- Ability to code in C#.
- Knowledge of the SteamVR, Oculus and XR Interaction Toolkit (Unity) packages.
- Expertise in 3D Studio Max 2017 or above
- Knowledge of the VRAY/VRAY Next renderer for 3ds Max.
- An understanding of the model optimisation process for use in Games/VR.
- Ability to model, texture, light, animate and render scenes and products to a high standard.
- Able to build/manipulate 3D engineering products models.
- A technical understanding of engineering products, and how they operate.
- Knowledge/understanding of Gaming environments can be beneficial but not essential.
- High attention to detail.

Desirable skills required for this role:

- Understanding of the Photon multiplayer (or equivalent) plug-in for Unity experiences.
- Knowledge of Texturing Packages such as Substance Painter.
- Ability to create high quality textures in Photoshop or similar packages such as Substance Designer.
- Knowledge of Twinmotion.
- Knowledge of ChaosGroup/PhoenixFD particle packages or equivalent in 3D software.
- Understanding of HTML, CSS and JavaScript.
- Knowledge of BIM.
- Optimisation process when working with CAD data and game engines.
- Knowledge of Cinema4D for Motion Graphics
- Knowledge of Adobe Creative Suite such as After Effects and Photoshop.

The right candidate will have the following skills and background:

- Attention to detail.
- Excellent communications skills - verbal, written.
- Ability to multi-task under pressure whilst maintaining a calm, professional attitude.
- High level organisation, prioritisation and time management skills.
- Effective people and project management skills.
- Team oriented with ability to work autonomously and take the lead in multiple design projects at once.
- Resourceful with aptitude for practical and innovative problem solving.
- Open to providing and receiving feedback.
- Creativity and ability to deliver artistically impactful work on time.

Please note, candidates must successfully undergo UK Security Vetting before they can be appointed. The level of security needed is Security Check (SC).

Screening:

Are you a developer in Unity3D or Unreal game engines?

Are you an experienced 3D Animator and modeller?

Do you have an interest in engineering and how products work?

Do you have a creative eye for design?

Are you eligible to live and work in the UK, with a valid Passport?

If you are interested in joining our team, send your CV to:

Karen Angel

Email: karen.angel@sonovision.co.uk

Phone: 01462 673820

Address: 1 Business Centre East, Avenue One, Letchworth, Herts, SG6 2HB