

Senior Technical Artist

About Us

Avatar Partners (www.avatarpartners.com) is a leading North American Extended Reality software provider for Government and Industry with headquarters in Irvine, CA. We specialize in best-in-class immersive reality solutions that Simplify Complex Systems™ to increase the efficiency, safety and effectiveness of equipment, systems, and processes.

Job Description

We are looking for an experienced Senior Technical Artist with a diverse technical art skillset to join our team. You'll play a meaningful role in each phase of your projects, from concept and proposal, to planning and implementation, through client delivery. While your focus will be on building real-time 3D experiences, you'll also work with our engineers and designers to ingest and visualize real world data. You're an experienced technical artist that owns your work, helps guide others, and has an eagerness to learn and grow. You have confidence and skills to champion and drive outstanding interactive experiences for discerning clients.

Requirements

- Experience developing with Unity at a high level
- Solid understanding of one or more 3D creation suites (Maya, Blender, etc)
- Experience and technical understanding of 3D model optimization and performance
- Experience with art production workflows such as modelling, texturing, rigging, animation, or lighting with HDRP/URP
- Intermediate skill with C# or another programming language
- Experience in shipping multiple interactive real-time applications or games
- Experience with HoloLens 2 and Windows Mixed Reality headsets, Oculus, Vive, and more
- Experience and technical understanding of the mesh decimation process
- Experience with big industrial data (CAD, BIM, GIS, LIDAR terrain scans)
- Productions experience with headset AR and AR toolkits
- Experience writing shaders, especially in HLSL/GLSL
- Strong understanding of PBR workflows

Desirable Qualifications

- Experience with photogrammetry techniques – capture, asset processing, etc.
- Product/studio lighting
- Rendering performance & optimization techniques
- Strong understanding of PBR workflows

Responsibilities

- Research and experiment with cutting edge technologies to pioneer new techniques to match the ever-changing demands of our clients and the industry
- Designing and developing workflows, pipelines, and tools for projects and teams
- Integrating assets provided by art & design, and implementing the features associated with them
- Developing solutions to incorporate real-world assets and data into real-time applications
- Research and experimenting with groundbreaking technologies, pioneering new techniques to match the constantly evolving demands of our clients and the industry
- Collaborating in small teams to ship client projects on a variety of platforms, including desktop, AR and VR headsets, mobile, WebGL, and more
- Working directly with clients, developers, designers, artists, and management both locally and remotely

Benefits

- Competitive Salary
- Competitive Benefits: Health, Vision, Dental & Chiro
- PTO Time
- Sick Time
- Health Insurance
- 401K
- Growth opportunity!

Avatar Partners, Inc. is an Equal Opportunity/Affirmative Action Employer. All qualified applicants will receive consideration for employment without regard to race, color, religion, sex, pregnancy, sexual orientation, gender identity, national origin, age, protected veteran status, or disability status.