



## JOB DESCRIPTION | Unreal Developer

### About Quidich

[Quidich Innovation Labs](#) pioneers products and customized technology solutions for the Sports Broadcast & Film industry. With a mission to bring machines and machine learning to sports, we use camera technology to develop services using remote controlled systems like drones, buggies and the four point suspended cable camera (spidercam) that add value to any broadcast or production. Quidich provides services to some of the biggest sports & broadcast clients in India and across the globe. A few recent projects include Indian Premier League, The ICC World Cup for Men and Women, Kaun Banega Crorepati, Bigg Boss, Gully Boy & Sanju.

### What's Unique About Quidich?

- Your work will be consumed by millions of people within months of your joining and will impact consumption patterns of how live sport is viewed across the globe
- You work with passionate, talented, and diverse people who inspire and support you to achieve your goals
- You work in a culture of trust, care, and compassion
- You have the autonomy to shape your role, and drive your own learning and growth

### Role

Quidich is hiring a full-time Unreal Developer, who will be responsible for creating and optimising assets to work within Unreal Engine for Virtual Production and Augmented reality workflows. You will be an instrumental part of balancing the aesthetics and technical requirements of assets within the Unreal Engine, since the graphics you design will be viewed on various global platforms. We're looking for an enthusiastic learner, who has a passion for sports broadcasting and would enjoy being at the forefront of innovation.

### Opportunity

- You will be deploying possibly the next big technology in sports broadcasting.
- You will have the opportunity to work hands-on and contribute towards development of futuristic broadcasting technologies.
- You will work with premium clients in the sports broadcast ecosystem.

[www.quidich.com](http://www.quidich.com)





## Responsibilities

- Creating 3D graphics in the Unreal Engine (terrain sculpting, 3D modeling, lighting, texturing) for all projects.
- Understanding the project requirements and conceptualizing creative ideas while building the required Blueprints.
- Ensuring all asset creation for real-time rendering meets specifications provided by relevant departments.
- Handling all aspects of the pipeline for building assets for real-time rendering.
- Communicating progress, scheduling suggestions and feedback to show production and show leadership.
- Improving designs based on feedback from managers, key internal stakeholders and client feedback.
- Collaborating with designers, technical artists and other team members involved in the design process in order to create a quality output.
- Performing of the codes and code reviews on a regular basis to ensure code quality.
- Detecting bugs at an early stage, debugging programs and solving complex technical problems.
- Analyzing user feedback to modify and improve the design.

## Qualifications, Skills & Competencies

- Minimum 3 years Experience/ expertise in 3ds max, Maya or ZBrush and be able to work on C++ templates.
- In depth understanding of Plugin Development & Animation within the Unreal Engine - Sequencer / Animation Blueprints/Editor
- Ability to convert storyboards into functional simulations and graphics (both 2D and 3D) and create blueprints.
- Previous experience in a VFX environment
- Previous experience in the creation of high-end assets for Unreal Engine
- Experience with softwares like Adobe Photoshop; Sketchup; ZBrush; Blender will be a plus
- Have strong attention to detail
- Have basic coding knowledge
- Good understanding of composition, colour and other artistic theories
- Ability to work quickly and efficiently under tight deadlines
- Have a strong work ethic and be self-driven.
- Have the ability to perform visual and analytical problem-solving

**Location:** Mumbai, India

**Reporting to:** Design and R&D Lead

**Joining Date:** Immediate

Interested candidates must send a strong portfolio / demo reel or equivalent demonstrating their 3D skills, along with their CV to be considered for this role. Please send your application to [careers@quidich.com](mailto:careers@quidich.com).

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