Multimedia Coordinator (1 post)

40,000 to 50,000 PM

3 - 5 Years of Experience

QUALIFICATIONS:

- M.sc degree in Broadcasting, Journalism, Mass Communications, Multimedia Production, Visual Communication, Electronic Media, OR a related discipline in any prestigious institution.
- Two (2) years of experience with multimedia/audio-video/production and post-production using a professional news non-linear video editing system such as Final Cut Pro, Avid or Premiere Pro.
- Demonstrated effective oral and written communication skills and ability to Determine organizational and analytical skills.
- Capacity to work both independently and as a member of a team.

PREFERRED:

- Four (4) years of progressively experience as a coordinator in e-learning industry Broadcasting, Journalism, Mass Communications, or related field, and the conceptualization, design, production of multimedia materials for varied platforms such as Print, Audio/Video and Web.
- Experience using a non-linear audio and video editing, Motion Graphic Videos, 3D and 2D animation and Video Production.

JOB PROFILE

- Understand the requirements and create or edit the paperwork's as required.
- Formulate and plan a realistic timeline to the team and maintain monthly work reports
- Assist in working with vendors and SME's, providing work orders, approvals, monitoring reports and follow-up with the firm as per the timeline.
- Visually enhances presentation materials created by others using sound, multimedia graphics, and video elements.
- Conducts research and collaborates with team members to create informational graphics
- Selects stock video footage and still photography for use in multimedia projects
- Assists in the maintenance of a multimedia archive
- Works with different staff members to determine and ensure effective implementation of multimedia deliverables
- Writes and edits scripts, storyboards and specialty files for use in various types of multimedia and video projects and presentations
- Manage and promote Social media platforms and act as a staff photographer as needed.

AR/VR Developer (2 post)

30,000 to 50,000 PM

1 – 4 Years of Experience

QUALIFICATIONS:

- Diploma in Gaming B.sc degree in Visual Communication, Electronic Media, 3D animation OR a related discipline in any prestigious institution. OR 3 years relevant experience in AR/VR development.
- Demonstrated effective oral and written communication skills and ability to Determine organizational and analytical skills.
- Capacity to work both independently and as a member of a team.

REQUIREMENT

- Minimum Two (2) years' experience in Interactive 3D/AR design using Unity and Vuforia Studio applications or any other AR/VR goggles.
- Minimum Two (2) years' experience in Maya, 3Ds Max, Blender, CAD and Solid works.
- Should have sound knowledge to export models to Unity / Unreal Good communication skills
- Strong expertise in Vuforia studio is mandatory.
- Strong expertise in Modeling software Max/ Maya and ZBrush
- Strong expertise in Modeling texturing in Photoshop and Substance Painter
- Experience in AR/MR/VR asset development pipeline Interested in developing assets for enterprise AR/VR applications
- Strong expertise in model creation and optimization pipeline for Games
- Knowledge in C# is a plus.

JOB DESCRIPTION

- Interpreting storyboards that describe maintenance procedures to design in order to craft innovative interactive 3D experiences.
- Collaborating with multi-functional teams to deliver innovation into MR training.
- Optimizing 3D CAD/SolidWorks models to augment the efficiency of 3D holographic experiences.
- Create 3D Character and Mechanical Modelling and Animation Interpret concept art and sketches to create 3D characters and Environments.
- Designing and crafting innovative and interactive 3D experiences from storyboards.
- Planning and running development projects.
- Coordinating meetings with interdisciplinary teams to ensure the timely progress and delivery of training experiences.
- Prioritizing work effort.
- Soliciting and applying feedback throughout the development process.
- Sending weekly status updates to manager and partners.
- Follow design guidelines, asset naming conventions, and other technical constraints.

2D and 3D Animator - Unity (2 post)
30,000 to 50,000 PM
1 to 3 Years of Experience

QUALIFICATIONS:
- Diploma in Gaming B.sc degree in Visual Communication, Electronic Media, 3D animation OR a related discipline in any prestigious institution. OR 3 years relevant experience in AR/VR development.
- Demonstrated effective oral and written communication skills and ability to Determine organizational and analytical skills.
- Capacity to work both independently and as a member of a team.

REQUIREMENT
- Have at least 2 years of experience with Unity and animation show an impressive animation portfolio.
- Experience in Interactive 3D/AR design using Unity and Vuforia Studio applications or any other AR/VR goggles is a plus.
- Must demonstrate an understanding of technical art production and end-to-end modelling, UV Wrapping, texturing, rigging, rendering and animation workflows.
- Fast turnaround on both hard surfaces and organic modelling is a must for a low-poly pipeline.
- Highly proficient in rendering workflow for realistic output.
- Highly proficient in Unity and/or web export pipeline (FBX/GLB). Ensuring characters & assets meet specifications provided by all relevant departments.
- Full understanding of texture map properties in relation to their shading and lighting qualities.
- Strong expertise in Modelling software Max/ Maya and ZBrush
- Strong expertise in Modelling texturing in Photoshop and Substance Painter
- Experience in AR/MR/VR asset development pipeline Interested in developing assets for enterprise AR/VR applications is a plus
- Knowledge in C# is a plus.
- Understanding the project requirements and conceptualizing creative ideas.
- Troubleshooting any problems that arise during work on a project.

JOB DESCRIPTION

- Unity 2D animations (must) Animate UI in Unity can Animate character, Machines and Engineering models.

- Set up bones and animate our 2D/3D characters, including Engineering models.

- Creating great particle effects by understanding the situation and showing your own creativity.

- You must have enough knowledge in character animation and a very deep knowledge of Unity's mechanism animation system.

- Knowledge of animator layers and blending.

Editor Cum Motion Graphic Designer (5 post)

30,000 to 45,000 PM

3 to 5 Years of Experience

QUALIFICATIONS:

- B. Sc./M. Sc. In Electronic Media or Visual Communication or Animation or any degree with Diploma relevant to Multi-Media or Diploma in Visual Communication or relevant to Multi-Media from recognized University/Institutes.
- Demonstrated effective oral and written communication skills and ability to Determine organizational and analytical skills.
- Capacity to work both independently and as a member of a team.

Requirement

- A minimum of four (4) years' experience in the case of Diploma holders, three (3) years' experience in the case of B. Sc. Degree holders and two (2) years' experience in the case of M.sc degree holders, in motion graphic designing, graphic designing and editing, camera handling.
- Minimum 2-3 years' experience in Adobe creative suit such as Adobe after- effects, Adobe Photoshop, Adobe Illustrator, Adobe Premier pro and Avid.
- Minimum 2-3 years' experience in Camera handling
- Basic knowledge of 3DS Max, Blender and Maya.
- Basic or moderate experience in developing educational videos preferred

Job Description

Using computer programs, motion graphics artists create 2D and 3D animation. Artists use video and animation to give the impression of action through changing images. Artists might also use video and photography equipment to capture images or audio devices for multimedia projects. They identify the best techniques and methods to communicate material. Motion graphics artists are responsible for the creative process at different stages. Conceptualization, scripting storyboarding, animating, and editing are just a few of the phases involved. Other duties may include key framing and typography.

Other terms and conditions:

1. All candidates should mail their **resume and their showreels** to **nimirecruitment@gmail.com** on or before _**26th September 2022.**_

2. **The Candidate has to mention for which job profile He/She is applying at the top of the resume they are submitting.** _**If not, the resume will automatically get rejected.**_

3. The appointments to the above posts are purely contractual and will terminate automatically on the expiry of the contract period.

4. The place of posting will be at Chennai only. On occasions, the job may involve touring also.

5. Candidates selected for recruitment shall be prepared to join on short notice.

6. Candidate must bring their show reel (works) at the time of interview

7. Candidate attending the skill test & interview would not be paid TA/DA by NIMI

8. Candidate who fulfils the required eligibility conditions shall bring their original certificate and other documents on the date and time mentioned above in support of their claim in age, educational qualifications, experience etc.