C-DIT invites applications from eligible candidates to be engaged as 'Trainees - Game Developer, 3D Modelling Artist and 3D Texture Artist/Animator for the Augmented Reality (AR)/Virtual Reality (VR)/Mixed Reality (MR) project in its Communication Division at Gorky Bhavan, Thiruvananthapuram.

Date & Time of Interview: 17.01.2022, 11.00 AM to 01.30 PM

Place: C-DIT Office, Gorky Bhavan, Bakery Junction, Thiruvananthapuram. Contact No. 9847661702

Required Nos.
1. Game Developer Trainees – 2 Nos.
2. 3D Modelling Artist Trainee – 1 No.
3. 3D Texture Artist/Animator – 1 No.

Stipend: Rs.10,000/- per month (Consolidated)

Nature of engagement: Trainees for six months.

Age Limit: 18-30 yrs (candidates shall not exceed 30 years as on 04.01.2022)

Qualification & Skills Required:

1. **Game Developer**
   - Graduate in Computer Science/Computer Applications/IT/Engineering from a recognized institute.
   - Knowledge of C++/C# object-oriented programming and scripting language skills.
   - Basic understanding in working with game assets (meshes, animations, materials, etc)
   - Basic understanding of all the different mobile game technology areas (gameplay, rendering, tooling, AI, etc.)
   - Basic understanding in 2D and 3D graphical user interface programming and workflow for embedded applications
   - Basic understanding of UX design process and experience working with UX design team and/or development team
   - Passionate about art and games, creative thinking and problem-solving skills

2. **3D Modelling Artist**
   - Degree in Graphic Design/Animation/ Fine Arts OR
   - Plus Two with One year Diploma in Graphic Design/Animation/ Fine Arts OR
   - B.Tech in any stream
**Skills Required:**

- Knowledge in one or more 3D packages (e.g., Autodesk Softimage, 3D Studio Max, Blender, Cinema 4d Maya, IXSI, Light Wave, Z Brush) and Photo Editing Software such as Photoshop and Illustrator.
- Intermediate level working knowledge on Polygon modelling/Spline Modelling/Surface Sculpting/Detailing, building proper UV templates and image manipulation knowledge.
- Passionate about art and games, creative thinking and problem-solving skills

### 3. 3D Texture Artist/Animator

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<th>Degree in Graphic Design/Animation/ Fine Arts OR Plus Two with One year Diploma in Graphic Design/Animation/ Fine Arts OR B.Tech in any stream</th>
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**Skills Required**

- Knowledge in one or more 3D packages (e.g., Autodesk Softimage, 3D Studio Max, Blender, Cinema 4d Maya, IXSI, Light Wave, Z Brush) and Photo Editing Software such as Photoshop and Illustrator.
- Passionate about art and games, creative thinking and problem-solving skills

Interested candidates may attend the walk-in-interview on the date and time specified above with resume and original certificates proving qualifications and skills for the above roles. Self-attested copies of the certificates have to be submitted to the interview board. The Interview will be conducted strictly adhering COVID-19 protocol and candidates shall report on time.

Sd/-
Registrar

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