**VI-grade GmbH**
Im Tiefen See 45
D-64293 Darmstadt
Germany
Phone: +49 6151 8702834
www.vi-grade.com

**Job Title:**
Graphic Content Developer

**Reports to:**
Director of Engineering

**Primary Location:**
Udine, Italy

**Job status:**
Full-time

**Company Overview:**
VI-grade is the leading provider of best-in-class software products and services for advanced applications in the field of system level simulation. Together with a network of selected partners, VI-grade also provides revolutionary turn-key solutions for static and dynamic driving simulation. Established in 2005, VI-grade delivers innovative solutions to streamline the development process from concept to sign-off in the transportation industry, mainly automotive, aerospace, motorcycle, motorsports and railways. With office locations in Germany, Switzerland, Italy, UK, Japan, China, and the USA, and a worldwide channel network of more than 20 trusted partners, VI-grade is a dynamic and growing company with a highly skilled technical team.

Since September 2018 VI-grade is part of http://www.spectris.com. Spectris is a FTSE 250 listed global conglomerate with 2017 sales over $2B and 9,800 employees. The firm conducts business in four major segments: materials analysis, test & measurement, in-line instrumentation and industrial controls and serves a broad range of industries ranging from pharma, and electronics, to automotive, energy, mining, and aerospace.

**Job Overview:**
VI-grade is looking for a graphic content developer, as part of the Software Development Team. The candidate will focus on real-time 3D graphics related to various automotive applications like ADAS and Autonomous Vehicles, Motorsports. The candidate will be involved in different steps of the content generation pipeline, including: modelling, preparation for the graphic engine (mainly Unreal Engine 4) and validation on VI-grade Driving Simulators.

**Responsibilities and Duties:**
- Maintain existing library of 3D assets.
- Develop new contents.
- Validate and accept contents developed by partner companies.
- Contribute to VI-grade's collaborative attitude, continuous learning and creative problem solving.
- Work with flexibility and commitment to solving problems in a high-pressure environment.

**Basic Qualifications:**
- Proficient in Autodesk MAYA.
- Experience creating 3d real time environments.
- Shader creation experience.

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- Some experience with scripting languages like python, Unreal Blueprint and Maya Mel to automate slow and laborious tasks.
- Practical experience with Unreal Engine
- Fluent English language (written and spoken)

**Preferred Qualifications:**
- Experience with Unity.
- Experience with Autodesk 3DS MAX.
- Experience with roadways modelling.
- Knowledge about procedural modelling.

**Contact:**
Please submit your CV to careers@vi-grade.com along with a cover letter.