ILLUSORR Jobs – Computational Designer

POSITION

Computational Designer

OVERVIEW

ILLUSORR is the world's first meta-architecture and technology company, creating for a design-oriented metaverse. Based in Canada, we are a small startup company with a global team of experts located in 8 different countries, across 4 continents, dedicated to executing the best quality projects. ILLUSORR has worked with clients from BMW to ABB, offering our services to brands that are interested in getting into the metaverse before it is too late. The metaverse will transform human civilization forever, and ILLUSORR is offering brands the opportunity to be early in this transition by building their own metaverse experience for their customers.

Join us in building for the design-oriented metaverse. An environment where design and human experience are the focus. We work with many different clients on commercial projects, like creating mini-metaverses, spaces, digital assets, and hosting events for them. We also engage with customers on some of the products and services we offer like selling NFTs, fun and interesting events, and educational platforms. We are looking for someone passionate and motivated to join the team and work with us in delivering these experiences at the highest level.

If you are driven, hardworking, future-thinking, and want to change the world then this is the place for you. You will join a team of likeminded individuals, from design and tech backgrounds, who equally want to revolutionise the future of humanity through this project. We work fast, we work hard, and we like to have fun while doing so, even remotely! We are still a relatively small team, but we are growing very fast, and would like people who bring new kinds of experience and skills to the table. We are on a road to changing the future of human society through design, if this sounds like a journey for you, hop onboard!

JOB DESCRIPTION

We are looking for a Computational Designer with an understanding of 3D modelling spaces, environments, assets, animating scenes, rigging characters, integrating with Web3.0, and working with procedural modelling. Someone with experience in integration of interactive elements into virtual environments, as well as developing Web 3D environments. You should be able to accurately translate brand identities and user needs into a functional 3D model. Lastly you should be experienced in the methodologies, design language, and aesthetics of avant-garde architecture/design including: procedural techniques, generative design, parametric modelling, and 3D visualization.

REQUIREMENTS

Procedural Modelling

Houdini FX

Blender

3Ds Max

Rhino / GH

PLUS (NOT REQUIRED)

- Would be great if you have shipped VR project and/or shipped AAA game/s
- It's great to have someone with experience with WebXR
- Bachelors/Masters in Architecture, Computational Design, or equivalent
- Experience with MMO games, blockchain, NFTs, cryptocurrency
- Experience with asset management systems, asset bundles (DLCs etc)

REMOTE JOB

FULL TIME

TO APPLY

Please email info@illusorr.com with your CV, portfolio and cover letter explaining why you are the best candidate for the Computational Designer position.

We are looking for a highly skilled Computational Designer to join the team who is great at communicating, collaboration, teamwork, and who is also self-motivated. This position is for a gaming, tech, and design enthusiast, and is full time, and fully remote (most of the team are remote).

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