



JOB DESCRIPTION | Unreal Designer

[Quidich Innovation Labs](http://www.quidich.com) is a global company headquartered in Mumbai, India that pioneers in customized technology solutions for Sports Broadcast. From the outset, we have believed in the power of the story that sport tells as a tool to bring people together; and that this story best reaches fans, through the way it is broadcast. Building on this thinking, we have created various technology tools over the past five years and deployed them at tournaments such as the Indian Premier League, ICC Men's T20 World Cup, ICC Women's World Cup and Men's FIH Hockey World Cup, to name a few.

Role

We are excited to be growing our unreal team and opening up new pathways into the business by bringing on board an Unreal Designer. The role will be a vital one in building our virtual rendering system. You will be responsible for building and extending upon our virtual system that enables our artists to create compelling and spectacular virtual worlds for use in broadcast productions. This is not a traditional gaming role but forms a new and exciting role within Quidich. The position will encompass a number of unique challenges and interesting areas of development, all working towards improving the design output.

Responsibilities

- Developing a scalable and performant Unreal renderer for use in broadcast
- Maintaining and developing UE5 plugins
- Converting the story plots to photorealistic visuals and animation
- Enabling a character creation pipeline
- Collaborating with the art and design teams to understand and interpret the visual requirements for game environments, encompassing both stylized and realistic aesthetics.
- Utilizing the Unreal Engine to create or implement 3D models, textures, materials, and lighting setups that bring game environments to life with stunning visual fidelity.
- Applying your expertise in lighting techniques to create compelling atmospheres, ranging from bright and vibrant stylized worlds to moody and realistic environments.
- Developing and implementing visual effects (VFX) that enhance gameplay immersion and add visual polish to in-game elements.
- Optimizing assets, lighting, and effects for performance and ensuring efficient memory usage without compromising visual quality.
- Collaborating closely with programmers to overcome technical challenges and ensure seamless integration of assets, lighting, and effects into the game engine.
- Staying up-to-date with industry trends and advancements in real-time rendering, lighting techniques, and visual effects to continuously push the boundaries of visual excellence in-game environments.

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- Providing artistic input and brainstorming creative ideas to enhance the overall visual experience of the game.
- Meeting the project deadlines and milestones while maintaining a high level of artistic quality and attention to detail.

Required Skills and Competencies

- Degree in Design or Arts
- 3-5 years of relevant experience
- In Depth understanding of UE4,5
- GIT and source control
- Experience Making UE4,5 editor plugins to aid artist workflows
- Modeling experience on max, maya or cinema 4d
- Strong mathematical understanding - linear algebra, vector/matrix
- Knowledge of character animation workflows
- UE 4 and 5 mobile experience (IOS and Android)
- Strong proficiency in using the Unreal Engine 4 & 5 for creating and implementing game environments with both stylized and realistic aesthetics.
- Solid understanding of lighting principles, including knowledge of both stylized and realistic lighting techniques.
- Expertise in creating and implementing visual effects (VFX) that enhance gameplay immersion and visual appeal.
- Proficiency in 3D modeling, texturing, and asset creation tools such as Maya, 3ds Max, ZBrush, Substance Painter, or similar.
- Strong problem-solving and communication skills, with the ability to work collaboratively in a team environment.
- A keen artistic eye and the ability to create visually appealing game environments that engage players.
- Previous experience in game development, virtual production and broadcasting or related industries is highly desirable.
- A portfolio showcasing your proficiency in creating stylized and realistic game environments, lighting setups, and visual effects using the Unreal Engine is required.

Reporting To: Product Lead

Joining Date: Immediate (Mumbai)

Interested candidates please send your CV to careers@quidich.com

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