

## **Role: 3D Artist – VR Application Development**

Project: Gyan Dhara Educational Metaverse

Experience: 3–4+ years (with substantial VR project experience)

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### **Key Responsibilities**

- Create high-quality, optimized 3D models specifically for VR environments (low-poly, efficient topology, clean UVs, optimized textures).
  - Develop immersive, scalable environment assets for educational VR experiences (architecture, props, landscapes, interactive elements).
  - Ensure assets meet real-time performance benchmarks for standalone VR headsets (e.g., Meta Quest class devices).
  - Optimize models for frame rate stability (LOD creation, draw-call reduction, texture atlasing, polygon budgeting).
  - Work closely with Unity developers to integrate assets into VR builds and resolve performance bottlenecks.
  - Maintain consistent visual language and design fidelity across modules within the Gyan Dhara metaverse.
  - Implement PBR workflows and ensure materials are VR-compatible and performance-efficient.
  - Create modular assets that allow reuse across multiple learning modules.
  - Conduct iterative refinement based on field testing feedback and performance profiling.
  - Ensure proper asset naming conventions, folder structures, and pipeline discipline for scalable development.
  - Collaborate with UX and instructional design teams to translate learning concepts into interactive 3D environments.
  - Support lighting optimization and baked lighting workflows suitable for standalone VR.
  - Work on asset exports and ensure compatibility across VR hardware constraints.
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### **Required Skills & Qualifications**

- 3–4+ years of professional experience as a 3D Artist with demonstrable VR project experience.
  - Strong portfolio showcasing optimized real-time VR environments and assets.
  - Proficiency in Blender / Maya / 3ds Max (at least one industry-standard tool).
  - Experience with Unity asset pipeline and real-time rendering workflows.
  - Strong understanding of polygon budgets, LOD systems, texture compression, and performance optimization for VR.
  - Knowledge of PBR texturing tools (Substance Painter or equivalent).
  - Experience working with standalone VR devices (Meta Quest preferred).
  - Understanding of lighting optimization and baking techniques for VR.
  - Ability to work independently in a structured production pipeline.
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## **Good to Have**

- Experience in educational or simulation-based VR projects.
  - Experience in collaborative VR environments.
  - Understanding of physics-ready asset preparation.
  - Basic understanding of interaction design in immersive environments.
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## **What We Are Building**

Gyan Dhara is an immersive educational metaverse designed for middle and secondary school students, combining curriculum-aligned science and mathematics modules inside a connected VR learning world. The role demands both artistic excellence and strict technical optimization discipline.