

Your mission is to play a key role in the photogrammetric capture, development, and delivery of high-quality models and texture. You are a self-sufficient teammate who takes ownership of critical photogrammetry tasks, proactively and independently solves challenges, and delivers high quality work in a timely manner. You also have an agile and flexible mindset, as you will actively partner with some of the most talented and passionate developers in the industry. Above all, we are looking for an innovative and dedicated teammate to help tell our story.

## **KEY RESPONSIBILITIES**

- Work closely with art directors and artists to understand their requests.
- Deliver relevant high-quality scans and assets for game development.
- Provide input in tools development and improve pipelines to ensure the best results from our production workflows and processes.
- Work with the team organizing, documenting, and maintaining workflows and processes used through the photogrammetry pipeline.
- Ensure scan data maintains the highest quality possible.
- Discuss and plan possible scan locations with the Art Team, both local and international.
- Operate, refine, and maintain proprietary scan equipment.
- Support and help create production tools used in new pipelines and future tech.
- Stay current with the latest technologies and research ongoing in the field.

## **QUALIFICATIONS**

### **Required**

- Relevant experience in the photogrammetry field.
- Experience with one or more photogrammetry programs (e.g. Metashape, RealityCapture, etc).
- A demo reel and online portfolio demonstrating exceptional skills photographing, processing, and finishing scans from various disciplines.
- Photography experience – a full understanding of cameras and lighting.
- Experience with Python 2.x/ 3.x, standalone or within the context of a relevant content creation package.
- Flexibility to travel and have a driver's license.
- Strong communication, self-management, and organizational skills.