3D - Optimize and Retopologize

Groove Jones is a creative technology company that produces next-generation experiences for world-class brands. We are best known for our award-winning work in AR (Augmented Reality), VR (Virtual Reality), ML (Machine Learning), and AI (Artificial Intelligence) Application development.

We are currently looking for someone that specializes in converting super high-poly CAD files into optimized, real time/AR models. They should be highly efficient at importing and exporting FBX.This project will be a remote contract position.

The right candidate should enjoy working in a collaborative environment, they should be organized and have an eye for detail. They should also have an insatiable appetite to research, learn and test their knowledge and skills to build things that haven't been done before!

Qualifications:

- Experience with CAD files
- Experience converting high-poly CAD models into optimized polygonal geometry for use in AR and Real Time engines
- Mastery of Retopoization and Optimization
- Skilled in Maya, 3Ds Max, blender, ZBrush, 3D-Coat, TopoGun, Modo, Cinema4D, and/or Rhino
- Experience making game / mobile ready assets

Plus:
- UV mapping

All applications (with a portfolio link if applicable) can be sent to emily@groovejones.com .