



Birla Institute of Technology and Science, Pilani

Off-campus Programmes and Industry Engagement

JOB DESCRIPTION

About BITS, Pilani	Birla Institute of Technology & Science, Pilani has been declared as an "Institution of Eminence Deemed to be University" by the Central Government of India in exercise of the power conferred under Section 3 of the UGC Act 1956 and is a renowned science and technology institute with Its headquarters located in Pilani, Rajasthan, India. In addition to Pilani, BITS Pilani has campuses in Dubai, Goa, Hyderabad and Mumbai. The Work Integrated Learning Programmes (WILP) Division of BITS Pilani, established in 1979, focuses on providing continuing education to working professionals across industries. With over 46 years of legacy, WILP currently offers 57+ programmes, has over 52,000 enrolled learners, and more than 1,39,000 working professionals have graduated through its programmes.
Industry/Service	Higher Education
Post/Job Title	AR/VR Content Developer
Job Type	Regular, Full time
Reporting to	Project Manager
Will also work very closely with	Students, Faculty and Staff
No. of position	3
Job Location	Hyderabad
Principal Accountabilities & Responsibilities	• Design and develop immersive AR/VR/XR applications for educational and training use cases. • Develop interactive 3D environments, simulations, and virtual learning experiences using Unity or Unreal Engine. • Integrate XR solutions with LMS platforms, web applications, and mobile applications where required. • Work with 3D assets, animations, audio, and interactive UI/UX elements for immersive experiences. • Optimize XR applications for performance across devices such as Meta Quest, HTC Vive, Ajna Lens, mobile AR, and web-based XR platforms. • Collaborate with faculty and instructional teams to convert learning concepts into engaging immersive experiences. • Test, debug, and maintain AR/VR applications to ensure usability and stability. • Research emerging XR technologies and recommend innovative solutions for academic and industry projects. • Support deployment, demonstrations, and user training for XR applications. • Should be able to provide training to stakeholders as and when required. • Basic knowledge of Git/version control workflows. • Create high-quality 3D models, textures, environments, and assets for AR/VR/XR and multimedia projects. • Develop character animations, motion graphics, and interactive visual content for immersive learning experiences. • Design and optimize 3D assets for real-time applications using game engines such as Unity or Unreal Engine. • Collaborate with developers and instructional teams to translate concepts into

	- visually engaging content. - Perform rigging, lighting, rendering, and animation workflows for educational and promotional content. - Ensure consistency in visual quality, style, and performance across projects. - Edit and refine models and animations based on feedback from stakeholders and project teams. - Maintain organized asset libraries and project files for efficient workflow management. - Stay updated with emerging tools, technologies, and trends in 3D design and animation. - Create high-quality textures and materials for 3D models using PBR workflows for AR/VR/XR and multimedia projects. - Perform UV mapping, texture optimization, and material integration for real-time rendering in Unity and Unreal Engine - Understanding of low-poly optimization for real-time applications
Qualification and Personal Profile	- Bachelor's or Master's degree in any discipline. 0–1 years of experience in AR, VR, XR development, 3D modelling, animation, or related interactive media projects. - Fresh graduates with a strong portfolio demonstrating Unity, Unreal Engine, or 3D modelling projects are encouraged to apply. - Hands-on experience in developing applications using Unity 3D and/or Unreal Engine. - Proficiency in programming languages such as C#, C++, or JavaScript/WebXR for XR application development. - Good understanding of 3D modelling workflows, animation pipelines, and XR interaction design principles. - Familiarity with AR/VR hardware devices, SDKs, and development frameworks. - Experience with the Meta Quest ecosystem and/or the OpenXR framework will be an added advantage. - Internship or academic project experience in Unity, Unreal Engine, or XR technologies is desirable. - Proficiency in industry-standard 3D content creation tools such as Blender, Autodesk Maya, 3ds Max, Cinema 4D, or equivalent software. - Experience in texturing, rigging, rendering, lighting, and animation workflows. - A portfolio showcasing XR/AR/VR applications, interactive simulations, 3D models, animations, or multimedia projects is advisable.
Other Skill and Ability Requirements	Strong analytical and problem-solving abilities. Good communication and collaboration skills. Ability to work in cross-functional teams and dynamic environments. Ability to learn and adapt quickly to new tools and technologies.