



## 3D Generalist & AR (TEAM MEMBER)

### About the role:

The Hacedor is looking for a 3d specialist with expertise in modelling and animation to implement 3d models into AR and Games within both Unreal and Unity engines. We are looking for a 3D specialist who can thrive in a collaborative, fast-paced & deadline-driven environment.

This is a full-time, remote position.

### What you will do with us at The Hacedor:

- Develop 3D models for new clothing products.
- Develop VFX for digital looks and content.
- Skinning and rigging of models.
- Develop AR projects for Lens Studio, Spark AR, Unity, Unreal.
- Manage documentation of both new and revised 3D designs.
- Understand the project requirements and develop high quality designs accordingly.
- Collaborate on a daily basis with the Product Manager.
- Contribute to building & maintaining design systems that are simple to execute to help us move faster as we scale.
- Work in a small team to iteratively solve problems and improve user experience.

### Who you are:

- You have professional experience in product design roles.
- You are passionate about fashion and immersive technology.
- You can ideate how people wear digital products in AR.
- You have an excellent eye for aesthetic design and customer appeal.
- You have excellent attention to detail.

### Preferred Qualifications:

- Proficiency in any 3D software Maya, Blender, 3D MAX Adobe Photoshop
- Experience with optimization for use in mobile.
- Experience creating 3D models and implementing Assets in AR (real-time engines Unreal/Unity)
- Knowledge of Lens Studio, Spark AR

It is required to complete a test task.

### Please note that this position is not paid

If you are interested in this opportunity, please apply by sending your CV & portfolio to [hello@thehacedor.com](mailto:hello@thehacedor.com), [work@thehacedor.com](mailto:work@thehacedor.com), Include the job title you are applying for in the email subject.