Augmntr

Job Title:	Technical Graphics Designer	Job Category:	Direct
Department/Group:	Engineering	Job Code/ Req#:	Aug2201
Location:	In-office or Work Remote	Travel Required:	No Travel
Salary Range: Benefits:	$75K - $105K Medical, Dental, Vision Insurance Plans; 401(k); Paid Time Off, Holiday	Position Type:	Full Time
Hiring Contact:	James Goodwin	Date Posted:	Feb 28, 2022
Will Train Applicant(s):	Yes	Posting Expires:	Open Until Filled
Reports To:	Director of Spatial Computing		
External Posting URL:	www.augmntr.com/contact-us/#careers		
Internal Posting URL:	www.augmntr.com/contact-us/#careers		

Applications Accepted By:

EMAIL (PREFERRED):

jobs@augmntr.com
Subject Line: Technical Graphics Designer - Aug2201

MAIL (ALTERNATE):

Augmntr, Inc.
P.O. Box 736
Berthoud, CO 80513

Job Description

ROLE AND RESPONSIBILITIES

This role supports the development of programs and visual assets used across our product portfolio.

The Technical Graphics Designer roles and responsibilities will include:
- Responsible for designing and implementing visual design aspects for our software projects
    - This includes shader support and implementation
    - Lighting effects and performance concerns
- Assisting in general development for software projects
- Support the creation and maintaining of a digital asset library for use in our software
- Assist in developing a visual design guide for projects
- Develop visual mockups and prototypes during design process
- Support customer meetings and assist with discussions regarding visual design
- Mentor junior engineers and help provide input to design and code reviews
- Assist in developing processes for developing visual design artifacts
- Function as a "fully involved" teammate who nurtures and facilitates positive team dynamics

QUALIFICATIONS:
- Four-year Bachelor's degree in a graphics art or technical field
- 4+ years' experience using a 3D graphics art program (Blender, Maya, …)
- 4+ years' experience applying graphics and lighting effects in Unity Engine or other game engine software (Unity Preferred)
- Experience developing scripts in C#
- Experience developing shaders using Shadergraph or Shaderlab
- Experience using Version Control software for development (Git)

- Be able to work effectively within the Augmntr organization
- Excellent verbal and written communication skills
- Ability to deliver formal presentations (both internal and external) is preferred
- A successful candidate will be an energetic self-starter, and a proven performer who can achieve results with limited supervision

ABOUT AUGMNTR:

Augmntr is a proven company focusing on Augmented Reality (AR) and Virtual Reality (VR) solutions for defense, industry, and commercial customers. Founded in 2017 by experienced engineering leaders, our diverse staff brings decades of directly relevant experience supporting the DoD and Government community. Our staff includes industry-recognized Subject Matter Experts in sensor and imaging system development, highly stabilized motion platform design and development, image processing, augmented reality software, virtual reality software, and systems engineering & integration. Augmntr is poised for tremendous growth, and we are seeking highly qualified individuals to further expand our team.

ADDITIONAL NOTES:

Salary Band: $75,000 - $105,000 based upon experience and qualifications
Benefits: Health Insurance, Dental Insurance, Vision Insurance, 401(k), Paid Time Off, Holiday Time
Work Location: In office or remote based on qualifications
How to Apply: Email your resume and a statement of interest to: jobs@augmntr.com

Augmntr is an Equal Opportunity/Affirmative Action Employer M/F/V/D, and we require/maintain a drug-free workplace.

Reviewed By:	Bonnie Redd, Human Resources	Date:	2/28/2022
Approved By:	Alex Pavloff, CTO	Date:	2/28/2022
Last Updated By:	Bonnie Redd, Human Resources	Date/Time:	2/28/2022