AR/VR Designer

Job Description

We are seeking an AR/VR Designer to join our growing team. This position requires a creative individual who can balance multiple projects, adhere to brand guidelines, and work in a fast-paced, deadline-driven environment. To be successful in this position, you’ll be a self-starter, capable of delivering brilliant creative ideas, and show exceptional attention to detail.

**Responsibilities:**

* Understand user needs and perspectives, leveraging insights from market research and customer journeys
* Deconstruct and assess business and user scenarios, user needs, and brand principles
* Quickly conceptualize and test designs using visual frameworks (e.g., wireframes, flow diagrams) to support iteration and refinement
* Translate design concepts into prototypes with the ability to also see the broader business impact of design choices
* Prioritize and manage multiple projects within design specifications and budget restrictions

**Skills:**

* [Enter the number of years of experience] years of professional experience as an AR/VR Designer
* Portfolio highlighting multiple projects and direct contributions
* Experience implementing visual design systems across platforms in an iterative software development environment, applying design tools (e.g., Figma, Photoshop, Illustrator, Sketch)
* Perfect knowledge of 3D in terms of history, tools, and methodology
* Experience with 3D Modeling, CAD/BIM, and 3D Animation
* Problem-solving skills and familiarity with technical constraints and limitations as they apply to designing for platforms such as desktop and mobile (Android and iOS)
* Experience with Agile product delivery methodologies
* Ability to communicate conceptual ideas and design rationale within a user-centered design process
* Skills in communicating and influencing product design strategy
* Strong analytical skills & excellent eye for detail

**Location**: [Enter location]

Company Introduction:

[Enter company details]