

To apply:

1. Read the job description carefully. 2. Fill out the form below and save to your desktop. 3. Send an email to [studentapp@library.umass.edu](mailto:studentapp@library.umass.edu) **with the name of the position in the subject line and your application (and any supporting documents) attached. Mac users should not use Preview to complete the application, please use Adobe Reader.**

## VR and Unity3D Developing student assistant

Unity or Unity3D visual artist student assistants are responsible for texture generating, graphic design, and modeling to support our production VR, games, and chroma key virtual 3D background for various target platforms based on the Unity framework, as a format of teaching tool to support our the faculties to teach and our student to learn.

## Unity or Unity3D Developer job description

We are looking for a Unity or Unity3D visual art student assistant to join our DML Team! As a VR or Unity3D artist student assistant at our Digital Media Lab, you will be responsible for assist texture generating, graphic design, and modeling.

## VR or Unity3D student visual artist assistant duties and responsibilities

- Plan and implement on texture and modeling for vr application
- Communicate with teammates for regard project
- Ensure the 3D model and texture are in their best quality.
- Be creative on the certain models can be reusable
- Identify the flaw of the visual flaw.
- Offer the solution for timely manner.

## Minimum qualification;

- Experience with Unity.
- Computer and design skills with software such as Cinema 4D, Maya, 3DS Max, or other similar programs
- Attention to detail
- Strong organization and communication skills
- Portfolio showing examples of graphic design and modeling.
- Experience in lighting, texturing, and rendering.
- Photoshop or Illustrator
- Team player;

## Preferred qualification

- Knowledge of the C-Graphic and memory management is preferred.
- experience in animation.
- Willing to learn to passion to invent;
- Knowledge of FFmpeg.

# Student Information Sheet

## Personal and Contact Information

Last Name \_\_\_\_\_ First Name \_\_\_\_\_ Middle \_\_\_\_\_

Campus/Local Mailing Address \_\_\_\_\_

Home Mailing Address (if different) \_\_\_\_\_

Email Address \_\_\_\_\_ Student ID (UCard) # \_\_\_\_\_

Cell/local phone # \_\_\_\_\_ Home phone (if different) \_\_\_\_\_

Undergraduate  Graduate Major: \_\_\_\_\_ [ gct of Grad: \_\_\_\_\_

Do you have a work-study award?  Yes  No  I don't know Have you worked on campus before?  Yes  No

Will you have another job on campus this semester?  Yes  No If so, where? \_\_\_\_\_

Have you worked for the Library before?  Yes  No If so, when? \_\_\_\_\_

Student employees may not exceed eight (8) hours per day of work, combining all job schedules, both when classes are in or out of session.

### Supervisor Use Only

Fall  Spring  Summer  Intersession 20\_\_\_\_ Pay Rate:  A  B  C  D

Supervisor: \_\_\_\_\_ Department: \_\_\_\_\_

Hours per week (approximate): \_\_\_\_\_  New Hire  Returning Student

### Library Office Use Only

EMPLID: \_\_\_\_\_ Rec # \_\_\_\_\_ Active date \_\_\_\_\_

SS # \_\_\_\_\_ PAF # \_\_\_\_\_

Split position? \_\_\_\_\_ Switch funding: \_\_\_\_\_

### Availability

Please check days/times you would be available to work.

	SUN	MON	TUE	WED	THUR	FRI	SAT
8-9am							
9-10							
10-11							
11-12							
12-1pm							
1-2							
2-3							
3-4							
4-5							
5-6							
6-7							
7-8							
8-9							
9-10							
10-11							
11-12							
midnight-8am							

### Work History

Please describe your recent work history (you may attach additional sheets if desired).

Company/Organization	Dates of Employment:
Supervisor Name	
May we contact for reference? <input type="checkbox"/> Yes <input type="checkbox"/> No	Phone Number:
Job description/duties:	

Company/Organization	Dates of Employment:
Supervisor Name	
May we contact for reference? <input type="checkbox"/> Yes <input type="checkbox"/> No	Phone Number:
Job description/duties:	