

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.

## Extended Reality student assistant

Extended reality student assistant responsible for texture generating, 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.

### Position Summary

We are looking for extended reality student assistants to join our DML Team! As an extended reality student assistant at our Digital Media Lab, you will be responsible for assisting AR/VR development, helping our patrons with VR experience, maintaining VR equipment and extended reality rooms.

### Extended reality student assistant duties and responsibilities

- Communicate with teammates for regard project
- Assist 3D modeling 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 in a timely manner.
- Assist VR/AR programming.
- Assist our patrons with VR experience.
- Managing extend reality equipment and extended reality rooms
- Collecting extend reality usage datas
- Assisting media service desk as needed

### 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.
- Knowledge of Photoshop or Illustrator
- Team player;

### Preferred qualification

- Knowledge of the C-Graphic and memory management is preferred.
- experience in animation.
- Willing to learn, passion to invent;
- knowledge of of JavaScript, Java and C#

1. Do you have any customer service or related experience?

2. Have you used VR/AR before? How do you like it and why?

3. What prompted you to apply for this job? What interested you the most about this position?

## Student Information Sheet UMass Amherst Libraries

Date \_\_\_\_\_ Spire #: \_\_\_\_\_

Name (Last) \_\_\_\_\_ (First) \_\_\_\_\_ (M.I.) \_\_\_\_\_

Local Address \_\_\_\_\_

Phone \_\_\_\_\_ Email \_\_\_\_\_

Class of 20 \_\_\_\_\_ Major \_\_\_\_\_

Do you have a work-study award?     YES     NO

Have you worked on campus before?     YES     NO

Have you worked for the Libraries before?     YES     NO

Will you have another job on campus during this semester?     YES     NO

If yes, in which department is your other job? \_\_\_\_\_

Check all that apply:

- Undergraduate Student
- Graduate Student

Resident Status:

- U.S. Citizen
- F1
- J1
- Resident Alien

**Availability (Please list the hours you are available):**

	Overnight (12 midnight-8 a.m.)	Morning (8 a.m.-12 noon)	Afternoon (12 noon-5 p.m.)	Evening (5 p.m.-12 midnight)
Sunday				
Monday				
Tuesday				
Wednesday				
Thursday				
Friday				
Saturday				

**Employment Record:** List last job held. (Optional: Attach resume)

Company/Organization \_\_\_\_\_ Dates of Employment \_\_\_\_\_

Supervisor's Name \_\_\_\_\_ May we contact?     YES     NO

Job Duties:

**For Library Supervisor to fill out:**

Employment Period	Start Date	Library Department	Pay Grade	Pay Rate	Hours Per Week	Supervisor's Signature
<input type="checkbox"/> Academic Year <input type="checkbox"/> Summer			<input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D			

**For Library HR:**

Employee ID \_\_\_\_\_ Rec #: \_\_\_\_\_ W/S:  YES     NO