

# Meshcapade: Senior 3D Graphics Engineer (x/f/m)

Full time; Remote or in Tübingen

## Who are we?

Meshcapade is the 3D digital human company. We are creating realistic human avatars for use in apparel, games, fitness, AI, and augmented reality. Using machine learning and computer vision, we model the nuances of human body shape and movement. We automatically convert photos, 3D & 4D scans, RGB-D sequences, Mocap and even words into realistic 3D humans. We are a spin-off from the Max Planck Institute for Intelligent Systems in Tübingen, Germany and our products are powered by state of the art, patented research. Our core product, Meshcapade Studio, is an online platform for the creation, animation, and use of 3D digital humans. Our clients run the gamut of global names; a broad mix of tech, media, health and fitness, apparel, and education.

We are looking for a Senior 3D Graphics Engineer with a strong technical background and expertise in Unreal Engine. This role will be crucial in developing and managing our synthetic data pipeline, focusing on various aspects such as multi-person interaction, camera dynamics, and environmental simulations. We are building tools at the forefront of innovation in synthetic data creation, focusing on dynamic elements like cloth, hair, and environmental interactions. We are seeking a talented individual to join our team with a commitment to advancing our synthetic data pipeline, which is a key part of our long-term strategy.

## What you will be doing:

- You will be responsible for architecting, building, and operationalizing the next generation of our synthetic data pipelines, to generate high-quality renders of avatars in scenes for use in AI training.
- You will work closely with our engineers and ML scientists to understand the requirements and drive the quality and diversity of our data, including working with novel representations and rendering techniques such as NeRFs and 3D Gaussian splats.
- You will be a key driver on a critical component of our core technology

## Who you are:

- 8+ years of hands-on experience with development of tools and workflows in a production environment in VFX, games, or 3D simulations.
- Production experience focused on large scale content generation in films, VFX, games or similar fields.
- Proficiency with 3D tools such as Unreal Engine and Blender.
- Proficiency with software scripting tools to automate common computer graphics workflows.

- Excellent problem solver in your area of expertise.
- Experience working with and implementing innovative solutions for 3D content generation.
- Strong passion in high quality 3D and synthetic content generation.
- Familiarity with various 3D graphics algorithms, and data-structures

**Talent Acquisition Process:**

- Interview with our Talent Acquisition team;
- Interview with the Engineering team members;
- Technical Assessment;
- Debrief and interview with stakeholders

**What we offer:**

- A competitive compensation package;
- Full remote working support;
- An entrepreneurial team passionate about creating the technology to power the world's avatars;
- Opportunity to work with an internationally diverse team;
- Great perks (autonomy, flexible working hours, hardware budget, co-working space allowance and team events)

*Diversity isn't just a statement at Meshcapade, it sits at the core of the company. We believe in the diversity of thought because we appreciate that this makes us stronger. Therefore, we encourage applications from everyone who can offer their unique experience to our collective achievements.*

Apply here: [job@neekar-hub.com](mailto:job@neekar-hub.com)

Your contact person is Naureen Mahmood

We are looking forward to receiving your application!