



Example of Technical Staff Job Description

Powered by www.VelvetJobs.com

Our growing company is hiring for a technical staff. Please review the list of responsibilities and qualifications. While this is our ideal list, we will consider candidates that do not necessarily have all of the qualifications, but have sufficient experience and talent.

Responsibilities for technical staff

- Working with Ubuntu-based operating systems
- Create and maintain character and creature animation rigs
- Be a bridge between Artists and Programmers
- Procedural/data driven content creation
- 3D Look Development (shading, lighting, particles/vfx or rendering)
- Integrating/optimizing assets into Unity
- Work with the Animation team to create and maintain character/creature rigs
- Investigate, define, create and advise on art creation pipelines and tools prior to and during production
- Product Installation – installation and configuration of software for coordination of activities between client and third party vendors when required
- Provide leadership on prioritization of joint work streams and discussions between the BU and partners including roadmap alignment across

Qualifications for technical staff

- Exposure to Bug Tracking Tools (viz., Bugzilla) and Test management Tools
- Worked on multiple releases of a mobile app
- Experience in working with tools such as iOS SDK, XCode, ObjectiveC, Java, Android SDK, C#, WPF, or Visual Studio
- Experience with mobile development issues related to performance

- Experience in working with enterprise server-side technologies particularly REST API, OAuth frameworks
- Experience with continuous integration and testing tools like Jenkins, TestFlight, HockeyApp