



SIGGRAPH ASIA 2019 Mod Careers



Mod

Mod is a studio specialising in real-time production. We design and develop interactive products and services, including using real-time technologies behind the scenes for film & TV. We've worked with Epic Games, Sony Interactive Entertainment, Fox Sports, Plastic Wax, Microsoft, UNSW iCinema Centre, University of Sydney MOTUS Lab, UTS Animal Logic Academy and fxphd. Mod is developer of Rack&Pin, a licensable platform-as-a-service system for managing real-time production.

As a small studio our crew must be flexible to switch priorities as jobs demand.

Submit EOIs anytime [here](#)
Check for current vacancies [here](#)

Location: Sydney, Australia

Job Openings

1. Producer

Responsibilities:

Work closely with the Creative & Technical Director to coordinate and deliver complex real-time interactive productions.

Requirements & Qualifications:

We welcome EOIs from qualified & experienced practitioners at any time as we maintain a database of potential crew to call on as needs arise.

- Video Production
- Real-Time Media Production (using UE4, Unity, TouchDesigner or equivalent)
- **Other desirable experiences or skills:**
 - Knowledge of media & technology industry and suppliers
 - UE4 based production
 - Live event or location-based entertainment production experience

If interested, please submit your application to <https://mod.studio/recruitment-form/>.



2. Software Engineer (Real-time)

Responsibilities:

Work closely with the Creative & Technical Director and Producer to implement functionality for real-time and virtual productions.

Requirements & Qualifications:

We welcome EOIs from qualified & experienced practitioners at any time as we maintain a database of potential crew to call on as needs arise.

- C# development in Unity 2019
- Perforce
- **Other desirable experiences or skills:**
 - Character animation
 - Machine learning
 - Python
 - Development in UE4, TouchDesigner or Houdini

3. Artist (Real-time)

Responsibilities:

Work closely with the Creative & Technical Director to create art assets for real-time and virtual productions.

Requirements & Qualifications:

We welcome EOIs from qualified & experienced practitioners at any time as we maintain a database of potential crew to call on as needs arise.

- **Other desirable experiences or skills:**
 - UE4
 - Unity
 - TouchDesigner
 - Photoshop
 - Substance
 - Houdini
 - Perforce



4. Experience Host

Responsibilities:

Under direction of our Technical and/or Operations leads, act as Experience Host to ensure that clients or members of the public safely and seamlessly enjoy immersive and interactive experiences. Hosting may take place at Mod's Haymarket studio or at external events.

Requirements & Qualifications:

We welcome Expressions of Interest from potential Experience Hosts at any time as we maintain a database of potential crew to call on as needs arise.

- Enthusiasm about interactive entertainment and immersive experience Interest in learning more about the sector and relevant technologies
- Great interpersonal skills and a desire to support users to enjoy their experience
- A can-do attitude and ability to assist with transporting, setting-up and breaking down equipment when needed
- Intermediate to advanced English language skills
- **Other desirable experiences or skills:**
 - Customer service experience

5. Online Communications Specialist

Responsibilities:

Use online communication platforms and tools, including blog posts, email campaigns and social media, to maximise the visibility of Mod and/or the impact of Mod's productions

Requirements & Qualifications:

We welcome EOIs from qualified & experienced practitioners at any time as we maintain a database of potential crew to call on as needs arise.

- Communications campaign coordination
- Strategic use of multiple social media platforms and tools
- Video conferencing and screen sharing
- **Desirable experiences or skills:**
 - Adobe Creative Cloud (e.g. Photoshop, Premiere)