

Job Description

Work with our team of developers, create intuitive, innovative graphic designs for Applications, Functions & Brand relevant design, using graphic design tool & demonstrations of R&D multiple projects . The candidate will drive a team of two to build full fluged application development experience. Take a part in designs & components which will be standardized in use void projects & code the same for the test production & deployment.

Applicant must be able to demonstrate their previous projects, including examples & supporting AV.

Responsibilities

- ❖ Innovative Design thinking, transfer the taught process to any form of image/ drawing, etc,.. & develop, code, implement in software of embedded devices.
- ❖ Systems from requirements design to production & commercial deployment release.
- ❖ Design, develop, code, test & debug system software
- ❖ Review code & design
- ❖ Analyze & enhance efficiency, stability & scalability of system resources
- ❖ Integrate & validate new product designs
- ❖ Support software QA & optimize I/O performance
- ❖ Provide post production support
- ❖ Assess third party & open source software

Desired Skills & Experience

2 to 4 years of proficient experience working in graphical design & developing. Skill in SDKs for different platform's &

Skilled/Expert Level development in:

- ❖ Photoshop, Adobe Illustrator, etc,.. [Must to know]
- ❖ C, C++ [OOPS] [Must to know]
- ❖ HTML,CSS,Java Scripting [Must to know]
- ❖ QT, QML,PyQt [Good to know]
- ❖ Python [Good to know]
- ❖ 3D Animation Tools Unity3D, Blender, etc,.. [Good to know]
- ❖ Story telling & Story board [Good to know]

Proficient with understanding the requirements & coming out with an layout for POC

Proficient with writing a test code setup with the available lab resource for POC

Education

Arts/BE Mech./ BE Computer/ BS/BA or equivalent /Graphics & Animation design UG

Other Skills/Nice to Have

Skilled in development in:

- ❖ Component selection
- ❖ Communication writing & spoken
- ❖ Similar Development Products