

## Content Developer

Cruden develops simulators that enable F1 teams to build faster cars and coastguards to be ready to save people from the next big storm. Our simulators are key tools in development of the cars of the future and research for safe and comfortable autonomous transport.

We are looking for a motivated content developer to join our team. The successful candidate will be responsible for developing content for simulators for the automotive, motorsports and marine markets.

You will be working within a team of content developers who, like you, are among the best in their field. Both individually and as a team, you will develop content that, next to looking good, meets requirements regarding rendering performance, annotations, and specific usability cases.

The ideal candidate will be motivated, flexible, pragmatic and have a Can Do mentality. You will work autonomously as well as in a team. Together with your team you will strive to find the ever-changing balance between top quality graphics and a short time-to-market. A passion for cars and/or fast ships is an advantage.

## Responsibilities & duties:

- Modeling of vehicles & crafts in 3D;
- Modeling of race tracks and road networks in 3D;
- Modeling of shorelines and landscapes in 3D;
- Developing shaders;
- Liaising with software developers regarding development of tooling;
- Animation of objects in the scene.

## Required education and experience:

- Minimum 3 years working experience in content development for simulation or serious gaming;
- Relevant diploma in graphical modeling;
- Extensive 3D Studio Max and Photoshop skills are necessary;
- Experience with real-time rendering in Unity is advantageous;
- Experience with lidar data and OpenDrive road-descriptions is advantageous;
- Good knowledge of English both in speech and in writing.

Do you have what it takes to develop content used by the most demanding people in the business, such as F1 drivers and navy seals? Then join our team!

Please send your application to jobs@cruden.com