

# Join Our Virtual Reality Education Revolution for Healthcare Professionals

At **pixelmolkerei**



We empower medical professionals to learn complex procedures faster, retain knowledge longer, and perform with greater accuracy — saving time, resources, and ultimately, lives.

If you're passionate about crafting meaningful, technically precise 3D experiences that make a real-world impact, we'd love to meet you.

# Your Role: Maya / Unity Integrator

We're looking for a Maya Generalist with Unity 3D integration expertise to join our growing team. You'll focus on preparing, optimizing, and seamlessly integrating 3D assets into Unity — working closely with our Unity Developer to bring high-performance, realistic training simulations to life.

## Key Responsibilities

### Asset Export & Import

Export 3D models, animations, and other assets from Maya (FBX workflow) and import them efficiently into Unity.

### Troubleshooting

Identify and resolve issues with missing materials, animations, or format incompatibilities.

### Workflow Optimization

Streamline and refine the pipeline between Maya and Unity to boost productivity and maintain visual consistency.

### Collaboration

Partner with the Unity Developer, artists, and designers to ensure assets are fully integrated and functional in real-time.

### UI Asset Integration

Implement UI components (menus, buttons, HUDs, interactive elements) using Unity's Canvas, UI Toolkit, and TextMesh Pro.

# Skills & Expertise

## **Autodesk Maya:**

Modeling, texturing, rigging, and animation.

## **Unity 3D:**

Asset management, materials, lighting, and UI workflows.

## **FBX Workflow:**

Expert knowledge of export/import settings and compatibility.

## **Optimization:**

LODs, texture compression, and polygon management for real-time performance.

## **Version Control:**

Comfortable using Git-based workflows.

## **Bonus Skills:**

MEL or Python scripting for automation and custom tool creation.

## **Soft Skills:**

Strong communication and collaboration across art and programming teams.

# at **pixelmolkerei**



We create educational applications and VR training experiences for the healthcare industry, combining technical precision with immersive design.

**Our VR solutions help healthcare professionals learn faster, perform better, and remember longer — shaping the future of medical education.**

Based in Chur, Graubünden, our studio is surrounded by breathtaking Alpine nature. Living here means being just steps away from hiking, skiing, snowboarding, and mountain adventures — an inspiring setting for both work and life.

## **Working with us**

You will be working in a small skilled team where everyone has room to grow, share ideas, and experiment with new tools and workflows.

We keep hierarchies flat and communication open. Everyone's ideas are heard and valued.

We're always exploring new approaches in real-time rendering, XR interfaces, and optimized asset workflows.

## **Interested?**

# Good to know

This position is onsite in Chur, Switzerland. We value independent, self-organized professionals who take initiative — including managing their own relocation and setup with confidence.

Our culture is built on trust, accountability, and open, honest communication.

**Step into our world of VR innovation.**

## How to contact us

Send us your portfolio, CV, and a short introduction describing your experience integrating assets between Maya and Unity — and why meaningful, high-impact VR work excites you.

**[jobs\(at\)pixelmolkerei.ch](mailto:jobs(at)pixelmolkerei.ch)**

Our selection process includes a short, relevant work task to help both sides evaluate fit and collaboration style.