THE CELEBRATION OF LIFE AND TECHNOLOGY
The 10th ACM SIGGRAPH Conference and Exhibition on Computer Graphics and Interactive Techniques in Asia

CONFERENCE 27 – 30 November 2017
EXHIBITION 28 – 30 November 2017
BITEC, Bangkok, Thailand
SA2017.SIGGRAPH.ORG

SIGGRAPH ASIA 2017 BANGKOK

10th Edition

IKEA Communications AB Careers

Who We Are

IKEA Communications is where the IKEA offer comes to life in communication that inspires the many people. We contribute to IKEA with global consumer centric and content driven communication. We strive for an agile way of working when developing the business. At ICOM we believe that our workplaces should be about business & people. They should be sustainable and reflect our values and needs, both in the physical and the virtual working environment. We believe that we perform, innovate, collaborate and meet our business goals in the best way when we are able to choose where, when and how we work.

Job Openings

1. **Game Developer** Link

Responsibilities:

- Explore and evaluate new technology and its possibility to improve IKEA customer and co-worker user experience.
- Build network and collaborate with external experts and innovators in explorations of technical solution.
- Collect and share expertise with IKEA stakeholders.

Requirements:

- Extensive background in the 3D/Game industries or related.
- Extensive background setting up full stack for applications from ground up.
- Deep knowledge about Cloud based computing and storage solutions (AWS, Azure, GCP etc.)
- Deep programming skills building applications communicating with backends and building applications of interactive worlds using game engines.
- Knowledge about real time animation, rendering and shader programming

2. **Solution Architect** Link

   Responsibilities:

- Provide modern, scalable and high-performing technical solutions.
- Researching, designing and implementing new software functionality.
- Monitoring and developing existing software and identifying project issues or risks and present areas for modification.
- Review and validate solutions based on database technologies.
- Integrating existing software and getting incompatible platforms to work together.
- Translating business requirements into technical solutions.
- Evaluate technologies for company-wide adoption.
- Prepare and present communication material, acting as a technology advisor.

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Requirements:

- Bachelor's degree in engineering or computer science related area.
- Experience within system and integration development (preferably within 3D production processes).
- Self-starter motivation with strong analytical and problem-solving skills.
- Experience and knowledge of 3D Production Processes, PLM systems, Media Production as well as familiarity with VR.
- Experience from working with enterprise, solution or technical architecture.
- Experience architecting, managing and supporting shared compute infrastructure software.
- Familiarity and experience from modern SDLC processes and techniques, including agile development. Also experience with MS Biztalk, MS Dynamics AX, MS .NET framework, MS SQL or Qlikview (Python, Oracle), HTML, XML, CSS, JavaScript.
- Outstanding communication and relationship building skills, and collaborative mindset.
- Excellent presentation and verbal skills with technical and non-technical audiences, as well as fluency in English in required.

3. **Graphics Communicator** Link

Responsibilities:

- Produce and deliver communication solutions for the assignor, which includes but not limited to assembly instructions, advice and instructions and law and warnings, within a given framework.
- Create and develop new templates and communication together with our assignors.
- Lead and steer own projects within the assignment.
- Build and maintain good relations within own team, ensuring close cooperation with assignors, suppliers and other IKEA units, towards the development of the projects according to assignment.
- Ensure our sub-suppliers meet the quality requirements.
- Take initiative towards developing new and more efficient working methods and tools.
- Participate, contribute and ensure the purpose of your role is added in the decisions taken in the many groups you are part of.

Requirements:

- A university degree within the field of Technical communication, 3D Communication, interactive animation or equivalent experience.
- Extensive experience in creating graphics and layouts in Adobe Illustrator and Adobe InDesign, technological or gaming engine experience.
- Knowledge of 3D tools and software's.
- Good communication skills as well as fluency in English, both written and spoken.

4. **3D Model Lead** Link

Responsibilities:

- Be part of developing the CAD standard
- Be part of the development for model variants such as LOD, real-time, dynamic resolution
- Develop documentation for work flows and outsourcing standards
- Manage and lead supplier network such as finding new suppliers, responsible for benchmarking, schedule and briefing of suppliers.

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- Lead QA process for suppliers.
- Keep up with evolution of modelling standards across 3D industry.
- Have close relationship with 3D Artist and end users for the 3D model assignments
- Be responsible for publishing assets in model bank.
- Create roadmap for processes and ways of working.
- Up hold the IKEA model standard.

Requirements:

- Bachelor's degree in engineering or computer science related area.
- Ability to analyze and brief CAD for assignors and outsourcing.
- Experienced 3D modeler
- Knowledge of CAD production standards.
- Good working knowledge of Solid works.
- Good understanding of 3D model production and 3D model business
- Outstanding communication and relationship building skills, and collaborative mindset.
- Deep knowledge of 3D studio max and Vray.
- Fluent in English, both written and spoken.

5. 3D Technical Developer [Link]

Responsibilities:

- Develop technical solutions for 3D projects in production
- Close working relationship with 3D Artist and end users for the production assignments.
- Develop production briefs with 3D leads, Project leads and Assignors.
- Create project roadmaps for processes and best ways of working.
- Responsible for publishing tools in for 3D artist and being agile during production.
- Be part of the development of the model variants such as LOD, real-time, dynamic resolution.
- Analyze together with the team on what is the smartest approach to production problems.
- Be part of developing the technical road map standard with DOIT (Development Operations IT)
- Develop documentation for work flows and tools which are created.
- Be responsible for schedule and briefing of external developers/DOIT.
- Keep up with evolution of technical standards across different industries

Requirements:

- Bachelor's degree in engineering or computer science related area.
- Ability to analyze and brief DOIT (Development & Operations IT) for assignors and outsourcing.
- Experience and knowledge of 3D Production Processes, PLM systems, Media Production as well as familiarity with VR & AR.
- Deep knowledge in 3Ds Max, Nuke. (Maya TD's also relevant, though 3Ds Max is the pipeline).
- Outstanding communication and relationship building skills, and collaborative mindset.
- Production experienced in python.
- Working knowledge of JSON, JavaScript, C#
- Fluent in English, both written and spoken.