

मौलाना आज़ाद नेशनल उर्दू यूनिवर्सिटी
MAULANA AZAD NATIONAL URDU UNIVERSITY



(A Central University established by an Act of Parliament in 1998)
Gachibowli, Hyderabad – 500 032
(Accredited “A+” Grade by NAAC)

Maulana Azad National Urdu University, Hyderabad, invites applications for the following project-based positions. (To be deputed in any part of India as per the need of the project.

This advertisement operates on a rolling basis, hiring manpower for the need-based requirements of the project. Interested candidates are invited to submit online applications for positions in the MeitY-funded project throughout the year with no specific last date for receipt. The candidates will be shortlisted and interviewed as per the needs of the project.

S. No	Position	Level
1.	Hindi Content Director	Senior
2.	Senior Gaming Asset Lead	Senior
3.	Hindi Script Writing Lead	Senior
4.	Hindi Script Dubbing Lead	Senior
5.	Video Content Editor (Live Shoot)	Senior
6.	2D Animation Artist Lead	Senior
7.	Motion Graphic Director	Senior
8.	VFX & Illustrator Lead	Senior
9.	3D Modeling Lead	Senior
10.	3D Character Rig & Texture Lead	Senior
11.	Storyboard Lead	Senior
12.	Lighting & Rendering Lead	Senior
13.	Game UI/UX Design Lead	Senior
14.	Video Production Director	Senior
15.	3D Environment BG Lead	Senior
16.	Educational Game Designer	Senior
17.	Technical Head (AR/VR)	Senior
18.	Post-Production Lead	Senior
19.	Senior Quality Control Analyst	Senior
20.	Hindi/English Script Writer	Mid

मौलाना आज़ाद नेशनल उर्दू यूनिवर्सिटी مولانا آزاد نیشنل اردو یونیورسٹی
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21.	3D AR/VR Developer	Mid
22.	AR/VR Interaction Designer	Mid
23.	Live Shooting Director	Mid
24.	Video Editor (Live Shoot)	Mid
25.	2D Animator	Mid
26.	Motion Graphic Designer	Mid
27.	VFX & Illustrator Artist	Mid
28.	3D Modeler	Mid
29.	3D Character Rig & Texture Artist	Mid
30.	Storyboard Artist	Mid
31.	Lighting & Rendering Artist	Mid
32.	Foley Artist (Sound for Animation)	Mid
33.	Game UI/UX Designer	Mid
34.	Video Production Coordinator	Mid
35.	3D Environment Artist	Mid
36.	Educational Game Designer	Mid
37.	Technical Artist (AR/VR)	Mid
38.	Mid-Level Developer	Mid
39.	Special Educator	Mid
40.	Junior Level Developer	Junior
41.	Asst. Data Management Staff	Junior

Last date for submitting CV/Application: There is no last date as it is a rolling advertisement

About Project: A Project Titled “A Virtual Reality-Based Assistive System for Learning and Assessment of Persons with Intellectual Disabilities” has been sanctioned in the Department of Computer Science & Information Technology, Maulana Azad National Urdu University by the Ministry of Electronics & Information Technology (MeitY). The project aims to develop a web-

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based learning and teaching framework to train and provide learning resources for persons with Intellectual Disabilities.

All posts are based in Hyderabad, and the candidate or employee may be deputed to any part of India based on project requirements or may be asked to perform development work in a work-from-home model.

How to Apply:

A CV/application with details of educational qualifications and experience must be emailed to the following email id: meity.2phr@manuu.edu.in

It is compulsory to fill out the Google Form: <https://forms.gle/ooMtR3dFAyhxVKSG9>

* if you wish to apply for more than one post, accordingly, you must fill out the Google Form for each post independently.

For any further details and technical queries, please contact the following mobile numbers

1. +91-9885166968
2. +91-9717045786

The date of the technical test and Interview is to be intimated after shortlisting.

Prof. Abdul Wahid
Chief Investigator
MeitY Project
MANUU Hyderabad

Note: The details of the positions, qualifications and expected roles and responsibilities are given in Annexure-I

Annexure-I

1. Hindi Content Director

Job Description: The Hindi Content Director is responsible for overseeing and managing the development of Hindi-language content for animated games, videos, and live-action productions. This role involves strategic content planning, ensuring cultural relevance, and supervising content teams. The director works closely with scriptwriters, voice-over artists, and production teams to deliver high-quality Hindi content that engages target audiences.

Qualifications:

- Graduation in a relevant field such as Media, Journalism, Communication, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in Hindi content creation, with a focus on storytelling and audience engagement.
- Strong understanding of Hindi language nuances, scriptwriting, and dubbing processes.

Responsibilities:

- Lead the development and execution of Hindi content strategy for animated games and video productions.
- Supervise scriptwriting, dubbing, and content localization to maintain cultural relevance and linguistic accuracy.
- Collaborate with game developers, animators, and video producers to align content with project objectives.
- Oversee a team of content writers and editors to ensure high-quality output.

2. Senior Gaming Asset Lead

Job Description: The Senior Gaming Asset Lead is responsible for creating and managing 2D and 3D assets used in game development. This includes character modeling, texturing, and optimizing assets for performance. The role requires collaboration with game designers and programmers to ensure smooth integration of assets into the game environment.

Qualifications:

- Graduation in Animation, Game Design, or related field, or any graduate with minimum required work experience and proficiency in the domain.

- 6-10 years of experience in game asset creation with expertise in modelling, texturing, and optimization.
- Proficiency in software such as Maya, Blender, Substance Painter, and Unreal Engine/Unity.

Responsibilities:

- Lead the creation of high-quality 2D and 3D assets for gaming projects.
- Ensure asset optimization for real-time rendering and seamless integration into game engines.
- Coordinate with game designers and developers to ensure asset consistency and performance.
- Mentor junior artists and oversee asset pipeline management.

3. Hindi Script Writing Lead

Job Description: The Hindi Script Writing Lead is responsible for developing high-quality scripts for animated videos and games. The role involves working closely with content directors and game designers to ensure that scripts align with project themes and audience expectations. The writer must ensure linguistic accuracy, cultural authenticity, and engagement.

Qualifications:

- Graduation in Literature, Journalism, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in Hindi scriptwriting for animation, gaming, or media production.
- Strong command of Hindi grammar, storytelling, and character development.

Responsibilities:

- Develop engaging and immersive scripts for animated videos and games in Hindi.
- Collaborate with content directors to align scripts with the overall storyline and audience engagement goals.
- Edit and refine scripts to ensure clarity, coherence, and impact.
- Manage a team of scriptwriters and provide constructive feedback.

4. Hindi Script Dubbing Lead

Job Description: The Hindi Script Dubbing Lead oversees the dubbing process for animated and game-based content. This role ensures that voice-overs align with animations and character expressions while maintaining the highest audio quality.

Qualifications:

- Graduation in a relevant field or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in dubbing direction, voice-over production, or related fields.
- Expertise in Hindi voice modulation, lip-syncing techniques, and sound editing.
- Familiarity with audio recording software and studio operations.

Responsibilities:

- Oversee and direct the dubbing process for Hindi animation and game projects.
- Ensure synchronization between voice-over and animation.
- Select and train voice-over artists for character-based dubbing.
- Maintain quality standards in voice recording and post-production audio editing.

5. Video Content Editor (Live Shoot)

Job Description: The Video Content Editor is responsible for editing and enhancing live-action video content for storytelling and entertainment purposes. The role requires expertise in post-production techniques and collaboration with creative teams.

Qualifications:

- Graduation in Film Editing, Media Production, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in video editing, especially for live shoots.
- Proficiency in editing software such as Adobe Premiere Pro, Final Cut Pro, and DaVinci Resolve.

Responsibilities:

- Edit and enhance live-recorded video content to create compelling storytelling experiences.
- Apply color correction, transitions, and special effects to improve video aesthetics.

- Collaborate with videographers, scriptwriters, and directors to refine content.
- Manage post-production workflow to meet project deadlines.

6. 2D Animation Artist Lead

Job Description: The 2D Animation Artist Lead is responsible for leading a team of 2D animators to develop engaging animation sequences for gaming, educational, and entertainment projects. The role requires expertise in character design, motion dynamics, and scene composition.

Qualifications:

- Graduation in Animation, Fine Arts, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in 2D animation production.
- Proficiency in Adobe Animate, Toon Boom Harmony, and other animation software.

Responsibilities:

- Create high-quality 2D animations for games, videos, and other multimedia projects.
- Work closely with storyboarding teams to translate concepts into animations.
- Guide junior animators to maintain artistic consistency and quality.
- Optimize animations for efficiency without sacrificing quality.

7. Motion Graphic Director

Job Description: The Motion Graphic Director is responsible for creating and overseeing motion graphics and visual effects for animated videos, promotional materials, and game-related content. The role demands expertise in typography, kinetic animation, and digital design.

Qualifications:

- Graduation in Graphic Design, Motion Graphics, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in motion graphics design.
- Expertise in Adobe After Effects, Cinema 4D, and related tools.

Responsibilities:

- Develop high-quality motion graphics for games, videos, and marketing materials.
- Oversee a team of motion graphic designers to maintain visual consistency.
- Work with video editors and designers to enhance visual storytelling.
- Implement animation principles to create engaging visual effects.

8. VFX & Illustrator Lead

Job Description: The VFX & Illustrator Lead is responsible for directing the creation of visual effects and illustrations for animated content, gaming environments, and marketing materials. This role requires a strong understanding of digital effects, compositing, and artistic design.

Qualifications:

- Graduation in Visual Arts, VFX, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in VFX and digital illustration.
- Proficiency in Adobe Photoshop, Illustrator, After Effects, and compositing tools like Nuke.

Responsibilities:

- Oversee the design and integration of visual effects in games and videos.
- Direct a team of illustrators and VFX artists to create compelling visual content.
- Ensure that VFX elements enhance the storytelling and user experience.
- Work closely with animators and post-production teams to achieve high-quality output.

9. 3D Modeling Lead

Job Description: The 3D Modeling Lead is responsible for creating and supervising high-quality 3D models for characters, environments, and props used in animation and gaming. This role involves close coordination with texture artists, riggers, and animators.

Qualifications:

- Graduation in 3D Art, Animation, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in 3D modeling for gaming or animation.

- Expertise in Maya, Blender, ZBrush, and Substance Painter.

Responsibilities:

- Develop detailed 3D models for game and animation projects.
- Oversee a team of 3D artists to maintain artistic and technical quality.
- Ensure that models are optimized for real-time and pre-rendered applications.
- Collaborate with rigging, animation, and lighting teams for seamless production.

10. 3D Character Rig & Texture Lead

Job Description: The 3D Character Rig & Texture Lead is responsible for developing and implementing high-quality rigs and textures for characters used in animation and gaming projects. This role requires a deep understanding of anatomy, movement, and material creation.

Qualifications:

- Graduation in 3D Animation, Game Design, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in character rigging and texturing.
- Proficiency in Maya, Blender, Substance Painter, and rigging software.

Responsibilities:

- Create and refine character rigs for smooth animation and realistic movement.
- Develop high-quality textures to enhance character realism.
- Collaborate with modelers and animators to ensure compatibility of rigs and textures.
- Optimize rigging and texturing processes for efficiency and performance.

11. Storyboard Lead

Job Description: The Storyboard Lead is responsible for translating scripts and ideas into visual storytelling through storyboards. This role requires a strong understanding of composition, scene sequencing, and character expressions.

Qualifications:

- Graduation in Fine Arts, Animation, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in storyboarding.

- Expertise in Adobe Photoshop, Storyboard Pro, and related tools.

Responsibilities:

- Develop high-quality storyboards for animation and video projects.
- Work closely with directors and writers to conceptualize scenes.
- Ensure smooth visual flow and coherence in storytelling.
- Supervise junior storyboard artists and provide guidance.

12. Lighting & Rendering Lead

Job Description: The Lighting & Rendering Lead is responsible for setting up lighting, shading, and rendering for animated content to create high-quality visuals.

Qualifications:

- Graduation in Animation, Computer Graphics, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in lighting and rendering.
- Expertise in Arnold, V-Ray, Redshift, and related software.

Responsibilities:

- Develop lighting and shading solutions for animation and gaming.
- Optimize rendering processes for efficiency and quality.
- Collaborate with animators and modelers to enhance visual output.
- Guide junior lighting artists in technical and artistic aspects.

13. Game UI/UX Design Lead

Job Description: The Game UI/UX Design Lead is responsible for designing intuitive and engaging user interfaces for games while ensuring an optimal user experience.

Qualifications:

- Graduation in UI/UX Design, Game Design, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in UI/UX design for games.
- Proficiency in Figma, Adobe XD, and Unity UI tools.

Responsibilities:

- Design UI/UX layouts for mobile and PC games.
- Conduct user research and testing for game interfaces.
- Collaborate with developers to ensure seamless implementation.
- Maintain consistency in visual style and usability.

14. Video Production Director

Job Description: The Video Production Director oversees the entire video production process, from concept to final delivery, ensuring high production quality.

Qualifications:

- Graduation in Film Production, Media Studies, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in video production management.
- Proficiency in Adobe Premiere Pro, Final Cut Pro, and DaVinci Resolve.

Responsibilities:

- Manage video production teams, including editors and cinematographers.
- Ensure creative direction aligns with brand and project goals.
- Oversee shooting, editing, and post-production workflows.
- Maintain production budgets and timelines.

15. 3D Environment BG Lead

Job Description: The 3D Environment BG Lead is responsible for designing immersive and detailed environments for animation and game projects.

Qualifications:

- Graduation in 3D Design, Game Art, or related field, or any graduate with minimum required work experience.
- 6-10 years of experience in environment design.
- Proficiency in Unreal Engine, Blender, and Maya.

Responsibilities:

- Create high-quality 3D backgrounds and environmental assets.
- Work with lighting and rendering teams for realistic output.
- Ensure optimization for performance and visual appeal.

16. Educational Game Designer

Job Description: The Educational Game Designer is responsible for developing interactive and engaging educational games that enhance learning experiences. This role involves collaborating with subject matter experts, instructional designers, and developers to create compelling and effective game-based learning solutions.

Qualifications:

- Graduation in Game Design, Education Technology, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in game design, particularly in educational or serious games.
- Proficiency in Unity, Unreal Engine, or other game development platforms.

Responsibilities:

- Design game mechanics and interactive experiences for educational games.
- Work with educators and curriculum developers to align game content with learning objectives.
- Develop prototypes and iterate based on user testing and feedback.
- Ensure a balance between fun and educational value in game design.
- Collaborate with artists, developers, and UI/UX designers to bring game concepts to life.

17. Technical Head (AR/VR)

Job Description: The Technical Head (AR/VR) is responsible for leading the technical development of augmented and virtual reality projects. This role requires expertise in immersive technologies, programming, and innovative content creation for AR/VR applications in gaming, education, and simulations.

Qualifications:

- Graduation in Computer Science, Game Development, AR/VR Technologies, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in AR/VR development.
- Proficiency in Unity, Unreal Engine, and AR/VR SDKs like ARKit, ARCore, and OpenXR.

Responsibilities:

- Oversee the development and implementation of AR/VR solutions.
- Provide technical direction and innovation strategies for AR/VR projects.
- Collaborate with designers, artists, and developers to ensure seamless integration of AR/VR components.
- Optimize performance for AR/VR applications on different platforms.
- Stay updated with the latest advancements in AR/VR technology and tools.

18. Post-Production Lead

Job Description: The Post-Production Lead is responsible for overseeing the post-production process of animated and live-action content. This includes editing, VFX, sound design, and final rendering to ensure high production quality.

Qualifications:

- Graduation in Film Editing, Media Production, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 6-10 years of experience in post-production for animation, gaming, or video content.
- Proficiency in Adobe Premiere Pro, After Effects, DaVinci Resolve, and other editing tools.

Responsibilities:

- Manage the entire post-production workflow, including editing, color correction, and VFX integration.
- Work closely with directors and editors to maintain the creative vision of the project.
- Oversee sound design, voice-over synchronization, and final mixing.
- Ensure timely delivery of post-production assets while maintaining high quality.
- Stay updated with the latest post-production techniques and software advancements.

19. Senior Quality Control Analyst

Education

- Bachelor’s and Master’s degree or equivalent in Quality Control, Mathematics, Engineering, or a related field.
- Favourable to have an additional degree such as a B.Ed. in addition to the Master’s

Experience:

- 4-5 years of experience in an analytical/problem-solving role.
- Experience in monitoring and reporting

Key Responsibilities:

- Analyze and report any deviations from quality standards.
- Collaborate with teams and external members to improve product quality.
- Maintain accurate records of communication and meetings
- Attention to detail and strong problem-solving skills.
- Ensure that all the suggestions in each product are incorporated before it is launched.

20. Hindi/English Script Writer

Job Description: The Hindi/English Script Writer is responsible for writing engaging scripts for animation, live-action, and educational content. This role requires expertise in narrative structure, dialogue writing, and audience engagement.

Qualifications:

- Graduation in Hindi/English Literature, Journalism, Mass Communication, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in scriptwriting for digital media.
- Strong command over Hindi and English languages with creative storytelling abilities.

Responsibilities:

- Write structured, engaging scripts for videos and animations, ensuring they are interactive and educational.
- Adapt scripts to fit different formats like explainer videos, storytelling animations, and gamified learning experiences.
- Collaborate with voice-over artists and directors to enhance script delivery and maintain audience engagement.
- Edit and refine scripts based on feedback to improve clarity, storytelling flow, and impact.

21. 3D AR/VR Developer

Job Description: The 3D AR/VR Developer is responsible for designing and developing immersive augmented and virtual reality learning experiences through interactive simulations. This role focuses on creating engaging virtual environments that enhance user interaction and engagement.

Qualifications:

- Graduation in Computer Science, Game Development, Animation, Interactive Media, Virtual/Augmented Reality, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in AR/VR game development.
- Proficiency in Unity, Unreal Engine, and AR/VR SDKs.

Responsibilities:

- Develop 3D AR/VR applications for educational, training, and entertainment purposes.
- Optimize 3D models and environments for real-time rendering in AR/VR.
- Work with designers and developers to create interactive VR experiences.
- Implement physics-based interactions and realistic simulations.
- Test and debug applications to ensure performance and stability across various platforms.

22. AR/VR Interaction Designer

Job Description: The AR/VR Interaction Designer is responsible for designing intuitive and immersive user experiences in augmented and virtual reality applications. This role involves developing interaction models, user flows, and navigation strategies to enhance the user experience.

Qualifications:

- Graduation in UI/UX Design, Interactive Media, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in AR/VR interaction design.
- Proficiency in Unity, Unreal Engine, and prototyping tools.

Responsibilities:

- Design and prototype intuitive AR/VR interactions and interfaces.

- Work closely with developers and artists to integrate user-friendly experiences.
- Conduct user research and usability testing for iterative improvements.
- Optimize interactions for various AR/VR platforms and devices.
- Stay updated with emerging trends in AR/VR UX design.

23. Live Shooting Director

Job Description: The Live Shooting Director is responsible for planning, directing, and overseeing live-action video shoots for entertainment, educational, and promotional content.

Qualifications:

- Graduation in Film Direction, Media Production, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in directing live video shoots.
- Proficiency in camera operations, lighting, and production workflows.

Responsibilities:

- Plan and execute live-action video shoots from pre-production to post-production.
- Collaborate with cinematographers, scriptwriters, and editors.
- Ensure quality lighting, sound, and camera work.
- Manage shooting schedules and production teams.

24. Video Editor (Live Shoot)

Job Description: The Video Editor is responsible for editing live-action footage, applying post-production techniques, and ensuring smooth storytelling flow.

Qualifications:

- Graduation in Film Editing, Media Production, or related field, or any graduate with minimum required work experience.
- 3+ years of experience in live video editing.
- Proficiency in Premiere Pro, Final Cut Pro, and DaVinci Resolve.

Responsibilities:

- Edit raw footage into compelling visual narratives.
- Apply color correction, transitions, and audio synchronization.
- Work with directors to maintain creative vision.

- Optimize content for different platforms.

25. 2D Animator

Job Description: The 2D Animator is responsible for creating engaging and fluid animations for games, educational content, and videos. This role involves character animation, motion graphics, and storytelling through animation.

Qualifications:

- Graduation in Animation, Fine Arts, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in 2D animation production.
- Proficiency in Adobe Animate, Toon Boom Harmony, and After Effects.

Responsibilities:

- Develop high-quality 2D animations for various digital media platforms.
- Work with storyboard artists and designers to bring characters and environments to life.
- Optimize animations for smooth gameplay and video content.
- Ensure consistency in style and motion across projects.

26. Motion Graphic Designer

Job Description: The Motion Graphic Designer is responsible for designing and animating high-quality motion graphics for videos, marketing materials, and interactive media. This role requires expertise in visual storytelling and digital animation techniques.

Qualifications:

- Graduation in Graphic Design, Motion Graphics, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in motion graphics design.
- Proficiency in Adobe After Effects, Premiere Pro, and Cinema 4D.

Responsibilities:

- Develop motion graphics for videos, advertisements, and educational content.
- Collaborate with video editors and designers to enhance storytelling.
- Create engaging typography, animation effects, and dynamic visuals.

- Stay updated with industry trends and emerging motion design techniques.

27. VFX & Illustrator Artist

Job Description: The VFX & Illustrator Artist is responsible for creating high-quality visual effects and illustrations for animation, video production, and gaming projects. This role requires expertise in digital painting, compositing, and motion effects to enhance storytelling and visual appeal.

Qualifications:

- Graduation in Visual Arts, Animation, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in VFX and digital illustration.
- Proficiency in Adobe After Effects, Photoshop, Illustrator, and compositing tools like Nuke.

Responsibilities:

- Design and implement visual effects for animations, films, and games.
- Create high-quality illustrations for backgrounds, character designs, and marketing assets.
- Collaborate with animators and designers to integrate VFX seamlessly.
- Optimize effects for real-time rendering and post-production workflows.
- Stay updated with the latest VFX techniques and industry trends.

28. 3D Modeler

Job Description: The 3D Modeler is responsible for designing, sculpting, and optimizing 3D assets for games, animations, and visual media. The role requires expertise in modeling techniques, topology, and texturing to create high-quality assets.

Qualifications:

- Graduation in 3D Art, Game Design, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in 3D modeling.
- Proficiency in Maya, Blender, ZBrush, and Substance Painter.

Responsibilities:

- Create detailed 3D models for characters, environments, and props.

- Ensure models are optimized for real-time rendering and animation pipelines.
- Work closely with texture artists and animators to bring assets to life.
- Maintain consistency in art style and technical specifications.
- Use industry-standard tools to develop models efficiently.

29. 3D Character Rig & Texture Artist

Job Description: The 3D Character Rig & Texture Artist is responsible for creating character rigs and high-quality textures to ensure smooth animation and realistic appearance in animation and gaming projects.

Qualifications:

- Graduation in 3D Animation, Game Art, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in character rigging and texturing.
- Proficiency in Maya, Blender, Substance Painter, and rigging tools.

Responsibilities:

- Develop and implement character rigs for smooth animation performance.
- Design and apply textures that enhance visual appeal and realism.
- Work closely with modelers and animators to optimize character movements.
- Ensure efficient skinning and deformation for various animation styles.
- Optimize assets for real-time and pre-rendered animations.

30. Storyboard Artist

Job Description: The Storyboard Artist is responsible for visually conceptualizing scenes and sequences for animated and live-action content. This role involves translating scripts into compelling visual storytelling.

Qualifications:

- Graduation in Fine Arts, Animation, or related field, or any graduate with minimum required work experience and proficiency in the domain.

- 3+ years of experience in storyboarding for animation or film.
- Proficiency in Adobe Photoshop, Storyboard Pro, and other digital tools.

Responsibilities:

- Develop high-quality storyboards that align with the script and director’s vision.
- Plan and sequence scenes with strong composition and framing techniques.
- Work with animators, designers, and directors to refine visual storytelling.
- Ensure continuity and coherence in storyboarding across projects.
- Adjust storyboards based on feedback to enhance storytelling effectiveness.

31. Lighting & Rendering Artist

Job Description: The Lighting & Rendering Artist is responsible for setting up lighting, shading, and rendering techniques to create high-quality visuals in animation and gaming projects. This role requires an understanding of how light interacts with 3D objects to create realistic or stylized scenes.

Qualifications:

- Graduation in Animation, Computer Graphics, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in lighting and rendering.
- Proficiency in Arnold, V-Ray, Redshift, and other rendering software.

Responsibilities:

- Develop lighting and shading solutions for 3D scenes.
- Optimize rendering settings to balance quality and performance.
- Collaborate with modelers and animators to achieve the desired visual aesthetics.
- Ensure consistency in lighting across different shots and environments.
- Work with various rendering engines to produce high-quality outputs.

32. Foley Artist (Sound for Animation)

Job Description: The Foley Artist is responsible for creating and recording sound effects to enhance animated and gaming experiences. This role requires an understanding of sound design, foley techniques, and audio post-production to create immersive soundscapes.

Qualifications:

- Graduation in Sound Design, Music Production, or a related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in foley and sound design.
- Proficiency in Pro Tools, Adobe Audition, Logic Pro, and other sound editing software.
- Strong creative and observational skills for sound reproduction.

Responsibilities:

- Develop and record original sound effects for animated films, games, and multimedia projects.
- Synchronize sound effects with character movements, actions, and environmental cues.
- Experiment with various objects and surfaces to create authentic and creative sound effects.
- Collaborate with sound designers and video editors to ensure seamless audio integration.
- Edit, enhance, and mix foley recordings to match production requirements.

33. Game UI/UX Designer

Job Description: The Game UI/UX Designer is responsible for designing intuitive and engaging interfaces that enhance the user experience in games. This role involves developing wireframes, interactive prototypes, and final UI assets to ensure smooth gameplay interactions.

Qualifications:

- Graduation in UI/UX Design, Game Design, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in UI/UX design for gaming applications.
- Proficiency in Figma, Adobe XD, Photoshop, and Unity UI tools.
- Strong understanding of user-centered design principles and interaction patterns.

Responsibilities:

- Design user-friendly interfaces, menus, HUDs, and interactive elements for games.
- Conduct usability tests and analyze player feedback to improve UI/UX.
- Work closely with developers to ensure seamless UI implementation.

- Create UI animations and transitions for enhanced player interaction.
- Ensure consistency in UI aesthetics across different game platforms.

34. Video Production Coordinator

Job Description: The Video Production Coordinator manages production workflows, schedules, and communication between production teams to ensure the smooth execution of video projects.

Qualifications:

- Graduation in Film Production, Media Studies, or a related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in video production management or coordination.
- Strong organizational and multitasking skills.
- Proficiency in production management software and tools.

Responsibilities:

- Coordinate pre-production, production, and post-production processes.
- Manage project schedules, deadlines, and resource allocation.
- Facilitate communication between directors, editors, and production staff.
- Ensure all video assets are organized, backed up, and properly documented.
- Assist in budgeting, logistics, and equipment coordination.

35. 3D Environment Artist

Job Description: The 3D Environment Artist is responsible for designing, modeling, and texturing high-quality 3D environments for games, animations, and interactive media.

Qualifications:

- Graduation in 3D Design, Game Art, or a related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in 3D environment modeling and texturing.
- Proficiency in Maya, Blender, ZBrush, and Substance Painter.
- Experience with game engines like Unreal Engine and Unity.

Responsibilities:

- Create detailed 3D environments, landscapes, and background assets.
- Work with lighting and rendering teams to enhance environmental realism.
- Optimize models and textures for real-time rendering in game engines.
- Ensure consistency in art style and maintain technical quality standards.
- Collaborate with game designers to create immersive worlds.

36. Educational Game Designer

Job Description: The Educational Game Designer develops interactive learning experiences that combine education with engaging game mechanics to improve knowledge retention and learning outcomes.

Qualifications:

- Graduation in Game Design, Education Technology, or a related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in designing educational or serious games.
- Knowledge of gamification techniques and learning psychology.
- Proficiency in Unity, Unreal Engine, or other game development platforms.

Responsibilities:

- Design and prototype educational game mechanics that align with learning objectives.
- Collaborate with educators and subject matter experts to develop engaging content.
- Create balanced and rewarding progression systems for learners.
- Conduct playtests and iterate based on user feedback.
- Work with developers and artists to bring game concepts to life.

37. Technical Artist (AR/VR)

Job Description: The Technical Artist (AR/VR) acts as a bridge between art and programming, ensuring the optimal performance and visual fidelity of AR/VR experiences. This role involves shader development, asset optimization, and pipeline enhancements.

Qualifications:

- Graduation in Computer Graphics, Game Development, or a related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in AR/VR development with a focus on technical art.
- Proficiency in Unity, Unreal Engine, and shader programming (HLSL, GLSL).
- Experience with AR/VR SDKs like ARKit, ARCore, and OpenXR.

Responsibilities:

- Develop and implement shaders, materials, and VFX for AR/VR applications.
- Optimize 3D assets and rendering pipelines to enhance performance.
- Work with developers and artists to ensure seamless integration of visuals.
- Troubleshoot and resolve performance issues in AR/VR environments.
- Stay updated on the latest AR/VR technologies and best practices.

38. Mid-Level Developer

Job Description: The Mid-Level Developer is responsible for developing, optimizing, and maintaining software applications for gaming, animation, and multimedia platforms. This role requires strong programming skills and experience in game engines and software development frameworks.

Qualifications:

- Graduation in Computer Science, Software Engineering, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 3+ years of experience in software development.
- Proficiency in programming languages such as C++, C#, Python, or JavaScript.
- Experience with game engines like Unity or Unreal Engine.

Responsibilities:

- Develop and maintain software applications and interactive experiences.
- Work on game engines, animation tools, or web-based applications.
- Optimize code for performance and scalability.
- Collaborate with designers, artists, and other developers to ensure seamless integration.
- Debug and troubleshoot issues, providing efficient solutions.
- Stay updated with the latest programming trends and technologies.

39. Junior Level Developer

Job Description: The Junior Level Developer is responsible for assisting in the development and testing of software applications for gaming, animation, and multimedia platforms. This role provides an opportunity to learn and grow under the guidance of senior developers.

Qualifications:

- Graduation in Computer Science, Software Engineering, or related field, or any graduate with minimum required work experience and proficiency in the domain.
- 0-3 years of experience in software development.
- Basic proficiency in programming languages like C++, C#, Python, or JavaScript.
- Familiarity with game engines like Unity or Unreal Engine.

Responsibilities:

- Assist in developing and maintaining software applications.
- Write clean and efficient code under the supervision of senior developers.
- Debug and troubleshoot basic programming issues.
- Test applications and optimize performance.
- Collaborate with designers and artists to integrate assets into applications.
- Learn and adapt to new technologies in game and software development.

40. Special Educator

Job Description:

The Special Educator is responsible for designing and adapting curriculum, validating instructional content, and creating teaching aids for students with intellectual disabilities. This role involves task analysis, developing scripts for educational media, and collaborating with teams to ensure effective and inclusive learning materials. The position also requires monitoring student progress and maintaining documentation to support data-driven improvements.

Qualifications:

- M.A. in English Literature

- B.Ed. and M.Ed. in Special Education (Mental Retardation)
- Minimum 3-4 years of experience in special education or curriculum development
- Proficient in instructional technology tools

Responsibilities:

- Design and adapt curriculum for students with intellectual disabilities
- Conduct task analysis to break down learning goals into simple steps
- Validate educational content to suit different learning styles and needs
- Write scripts and stories for animation-based learning aids
- Develop tools to monitor learning progress and teaching effectiveness
- Work with educators and experts to improve curriculum and strategies
- Maintain clear records of teaching plans, content validation, and student outcomes

41. Asst. Data Management Staff

Job Description: The Asst. Data Management Staff is responsible for ensuring the smooth operation of office activities by providing support to administrative and operational teams. This role includes handling office maintenance, managing supplies, and assisting staff as needed.

Qualifications:

- Minimum high school education or any equivalent qualification.
- 0-3 years of experience in office support or administrative roles.
- Ability to follow instructions and multitask effectively.

Responsibilities:

- Maintain cleanliness and organization of office spaces.
- Assist in handling office supplies, inventory, and restocking.
- Support staff with basic administrative tasks as required.
- Ensure timely delivery of documents and parcels within the office.
- Manage visitor assistance and general office upkeep.
- Follow company policies and safety guidelines for office maintenance.

मौलाना आज़ाद नेशनल उर्दू यूनिवर्सिटी مولانا آزاد نیشنل اردو یونیورسٹی
MAULANA AZAD NATIONAL URDU UNIVERSITY



(A Central University established by an Act of Parliament in 1998)
Gachibowli, Hyderabad – 500 032
(Accredited “A+” Grade by NAAC)

General Terms and Conditions for all vacancies

1. The applications shall be received all year round.
2. The candidate is required to fill out the Google Form compulsorily.
3. The Committee for Manpower Recruitment reserves its right to restrict the number of candidates to be called for interview based on qualifications and experience.
4. Incomplete applications and emails without attachments shall be summarily rejected.
5. Prescribed qualifications and experiences may be relaxed in deserving cases on the recommendation of the Committee for Manpower Recruitment.
6. All the posts are purely on contractual engagement and any kind of claim for regular positions in the future will not be entertained.
7. The performance of the selected candidates will be assessed every month.
8. No queries regarding screening or interviews will be entertained.
9. If any candidate is selected for a work-from-home (WFH) post; the selected candidate must ensure that he/she should have a laptop compatible with various graphic designing software.
10. The timings and working days of the WFH are the same as the project lab timing at MANUU.
11. If the candidate is involved in recommendations and canvassing, his/her candidature will be cancelled.
12. All rights are reserved to fill or not to fill up the posts advertised for any reasons whatsoever. All rights are reserved to withdraw the advertisement, either partly or wholly, at any time without assigning any reason.
13. The number of vacancies indicated in this Notification are tentative. The number of posts may be decreased or increased at any point of time and per the project's requirements and availability of funds.