



आईआईटीआई दृष्टि सीपीएस फाउंडेशन, भारतीय प्रौद्योगिकी संस्थान इन्दौर
खंडवा रोड, सिमरोल, इन्दौर – 453 552, मध्य प्रदेश, भारत
IITI DRISHTI CPS Foundation, Indian Institute of Technology Indore
Khandwa Road, Simrol, Indore - 453 552, Madhya Pradesh, India

CIN: U73100MP2020NPL054322

IITI DRISHTI CPS FOUNDATION
(A Section 8 - Not for Profit Company)

Advt. No. – IITI-DRISHTI-CPS/Sec-8/2026/19

Date: 29th April 2026

IITI DRISHTI CPS Foundation is a Technology Translation Research Park (TTRP) hosted at IIT Indore and supported by the Department of Science & Technology (DST), Government of India. The Foundation focuses on Digital Healthcare, Cyber-Physical Systems, system simulation and modelling, translational research, and commercialization of deep-tech innovations. The Foundation works closely with researchers, clinicians, hospitals, healthcare institutions, government bodies, and industry partners to translate technologies from early-stage research to large-scale deployment and commercialization. One of the flagship platforms developed in-house is CharakDT, a rapidly evolving Digital Health and Clinical Decision Support ecosystem <https://drishticps.iiti.ac.in/>.

Profile Description: We are looking for a skilled and detail-oriented 3D Modeler with hands-on experience in creating high-quality 3D assets for real-time applications such as games, AR/VR, and interactive environments. The candidate should be proficient in modelling, texturing, and optimizing assets suitable for engines like Unity

Job Title: 3D Modeler

Job Location: IIT Indore

No. of Positions: 2

Key Responsibilities

- Create high-quality 3D models including environments, props, and assets for real-time applications
- Optimize models for performance (low-poly, LODs, proper topology)
- Perform UV unwrapping and texture mapping
- Create PBR textures using tools like Substance Painter
- Collaborate with developers to integrate assets into Unity
- Maintain consistency in scale, style, and quality across assets
- Work with lighting and materials to enhance visual quality
- Ensure assets are optimized for VR/AR performance constraints

Required Skills

- Strong proficiency in Blender / Autodesk Maya / 3ds Max
- Hands-on experience with Substance Painter
- Experience in low-poly and high-poly modelling workflows
- Knowledge of UV mapping, baking, and texturing
- Understanding of PBR workflow
- Experience with real-time engines like Unity
- Understanding of lighting and rendering
- Familiarity with asset optimization techniques



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Preferred Skills (Good to Have)

- Experience in AR/VR development
- Knowledge of ZBrush for sculpting
- Experience with animation (rigging, simple animations)
- Familiarity with version control (Git)
- Understanding of game design pipelines

Portfolio Requirement Candidates must provide a portfolio showcasing:

- 3D models (environment/props/characters)
- Wireframes and topology
- Textured and rendered outputs
- Real-time engine integration (preferred)

Required Qualification & Experience

- **Education:** Bachelors/Masters degree or equivalent
- **Experience:** 2+ years

Additional Requirements or Preferences:

- Proposed Timeline for joining: Immediate / Within 30 days

Compensation: As per Industry Standards

Interested candidates may [click here](#) to submit the application.

Only shortlisted candidates will be called for a written test/interaction/interview. Mere fulfillment of the eligibility criteria does not entitle an applicant to be shortlisted. All the applications will be thoroughly evaluated for suitability with the company's requirements. The company reserves the right to not fill up /cancel the post advertised without assigning any reason. In the case of selection, the role will be finalized by the selection panel and the decision will be binding. The position is contractual, full-time in nature and subject to periodic performance reviews.