



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-8/2026/04

Date: 06th February 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. More details about the company are available at: <http://drishticps.iiti.ac.in/>

Job Title: Engineer (AR/VR Developer – (Unity))

Job Location: IIT Indore (Onsite)

We are looking for a highly skilled Mid–Senior AR/VR Developer with strong expertise in Unity Technologies to design, architect, and develop advanced immersive healthcare applications. The candidate will work on medical simulations, digital twin visualizations, clinical training platforms, and patient-therapy solutions using AR/VR technologies.

Key Roles & Responsibilities

- Design and develop AR/VR applications using Unity for healthcare use cases
- Build interactive 3D environments, simulations, and visualizations
- Integrate medical datasets, imaging, and sensor inputs into applications
- Optimize performance for VR headsets and AR devices
- Collaborate with clinicians, designers, and AI/ML teams to translate requirements into immersive solutions
- Implement UI/UX best practices for immersive environments
- Conduct testing, debugging, and performance tuning
- Maintain documentation and follow software development best practices

Skills:

- Bachelor's / Master's degree in Computer Science, Engineering, or related field
- Strong proficiency in Unity and C#
- Experience with AR/VR SDKs (e.g., AR Foundation, OpenXR, Oculus SDK, Vuforia)
- Good understanding of 3D graphics, shaders, lighting, and animation
- Experience working with 3D assets, models, and textures
- Knowledge of version control systems (Git)



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Qualifications & Experience

- **Education:** B.Tech/M.Tech or equivalent
- **Experience:** 4+ years

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.