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खंडवा रोड, सिमरोल, इन्दौर – 453 552, मध्य प्रदेश, भारत
IITI DRISHTI CPS Foundation, Indian Institute of Technology Indore
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CIN: U73100MP2020NPL054322

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

Advt. No. – IITI-DRISHTI-CPS/Sec-8/2026/34 Date: 17th November 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 (CPS), system simulation & modelling, and the commercialisation of deep-tech innovations. One of our flagship platforms is CharakDT, a rapidly evolving Digital Health and Clinical Decision Support ecosystem. More details about the company are available at :https://drishticps.org/.

Job Title: New Media and AR/VR Professional
Job Location: IIT Indore
No. of Positions: 1

Job Summary:

The New Media and AR/VR Professional will be responsible for developing immersive digital solutions and interactive applications, particularly for Digital Healthcare, medical education, simulation and training applications. The role involves working with Virtual Reality (VR), Extended Reality (XR), Augmented Reality (AR), Mixed Reality, animation, graphics and visual effects to develop technology-driven solutions for healthcare and other research applications.

The selected candidate will contribute to the development of interactive healthcare applications, immersive visualisation platforms, virtual simulation environments, 3D models and digital content for clinical, research and educational purposes. The role will require the ability to independently conceptualise, design and execute complete solutions based on project requirements, while collaborating with researchers, clinicians, software developers and other technical teams. The position will also involve teaching postgraduate students and conducting tutorials and workshops related to their assignments.

Roles and Responsibilities:

- Design, develop and implement immersive digital solutions using Virtual Reality (VR), Augmented Reality (AR), Extended Reality (XR) and Mixed Reality technologies.
- Develop interactive 3D environments, visualisation platforms and simulation-based applications for Digital Healthcare and medical education.
- Create digital content, 3D models, animations, graphics and visual effects for healthcare research, clinical applications, medical training and educational purposes.

- Develop immersive simulation environments for medical training, clinical scenarios, healthcare procedures and patient education, based on project requirements.
- Work on the visualisation of human anatomy, physiological systems, medical procedures and healthcare-related data through interactive digital platforms.
- Contribute to the development of Digital Twin-based healthcare applications through 3D visualisation, interactive interfaces and immersive representation of physical or biological systems.
- Work with researchers, clinicians, software developers and technical teams to understand project requirements and translate them into suitable immersive digital solutions.
- Independently conceptualise, design, develop and execute complete digital media and AR/VR solutions as per project requirements.
- Develop interactive user interfaces and digital experiences that are functional, engaging and suitable for healthcare and educational environments.
- Work on photography, cinematography, video production, digital content creation and post-production activities wherever required for project development.
- Integrate 3D assets, animations, graphics and immersive content into relevant software platforms and digital applications.
- Test and refine developed applications to ensure functionality, visual quality, user experience and compatibility with the intended deployment environment.
- Maintain technical documentation, project assets, development records and other relevant documentation.
- Contribute to research, technology development, demonstrations and technology translation activities of the Foundation.
- Teach postgraduate students and conduct tutorials, practical sessions and workshops related to AR/VR, graphics, animation, visualisation and their assignments.

Key Required Skills & Competencies

- Strong understanding of Virtual Reality (VR), Augmented Reality (AR), Extended Reality (XR) and Mixed Reality technologies.
- Skills in 3D modelling, animation, graphics, visual effects and interactive content development.
- Knowledge of immersive environment design and simulation-based application development.
- Ability to develop interactive visualisation solutions and digital content for healthcare applications.
- Familiarity with relevant 3D development tools, graphics software, animation tools and AR/VR development platforms.
- Knowledge of photography, cinematography, video production and post-production.
- Ability to independently manage and execute complete digital media and immersive technology projects.

- Understanding of user interface design, user experience and interactive application development.
- Ability to collaborate with multidisciplinary teams, including clinicians, researchers and software developers.
- Strong creative thinking, visualisation, problem-solving and technical communication skills.

Qualifications & Experience

- Bachelor's Degree in Computer Application with specialisation.
- Minimum 5 years of experience in Virtual Reality and XR Technology, Mixed Reality Animation, Graphics, Visual Effects, Photography and Cinematography.
- Relevant professional experience in developing and independently handling complete digital media or immersive technology solutions.

Additional Requirements or Preferences

- Experience in healthcare-related AR/VR applications, medical simulation, medical visualisation or digital healthcare solutions will be preferred.
- Exposure to 3D visualisation of human anatomy, medical procedures, physiological systems or healthcare data will be an advantage.
- Familiarity with Digital Twin concepts, simulation environments and interactive digital platforms will be desirable.
- Experience in developing immersive educational and training applications will be preferred.
- Ability to work independently, manage project requirements and deliver complete solutions within defined timelines.
- Willingness to contribute to postgraduate teaching, student mentoring, tutorials and technical workshops.

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.