



## Virtual Reality/360 Video Designer Internship

**Location: Thunder Bay, ON**

VR (virtual reality) LMS (learning management software) is a system that has a primary function of delivering and tracking multiple industry worksite interactive 360° training modules to end users. The Training Modules and/or Interactive experiences are 360° video-based modules streamed to, employees, trainees, clients and students through a VR application in an Oculus Headset. This LMS system achieves such functionality by using a combination of three custom written software products including, web application, VR playback app and an offline authoring tool. Training Modules are comprised of:

1. An interactive 360° video with quiz elements.
2. Static webpage content with text and images.
3. Quizzes
4. Narrated Slides with graphics.

Results are collected in an VR app and reported back to a centralized database. The following software and hardware components are used to create, distribute and track user progress of VR training modules within the LMS system:

1. Custom Web Application built within the Laravel Framework.
2. Oculus VR App Built within the Unity Framework.
3. Video Authoring Tool built within the Unity Framework.
4. Vimeo Pro video hosting and bandwidth solution.
5. Oculus Quest VR Headset.

The Virtual reality/360 video designer shapes up the user experiences in team, by using VR (Virtual Reality) LMS (learning management software) and video authoring tools to design and create training and assessment “experiences”.

The Virtual Reality designer will be able to apply **design principles** to create the 3D products and services of tomorrow and the experiences of their uses in recreated real conditions. But they will also provide insights and technical design direction to the 360 film crew and work with the team on the creation of storyboards.

### **Qualifications:**

- University or college graduate who has graduated within the last three years from an accredited college or university. The candidate must be a graduate of a post-secondary degree or diploma program. The position will be a first full-time employment in the candidate’s field of study.
- Recent graduate of a film, video design or creative program
- Knowledge of 3D: history, tools, methodology
- Knowledge of design methodology

- Ability to work as part of team providing insights to 360 technical film crew Work with training software that is designed for the Oculus VR system
- Ability to work with our existing App built within the Unity Framework to have our LMS speak/work with the VR headsets

**Responsibilities:**

**Administrative**

- Upload new content and maintain clients 360 flix libraries
- Prepare and ship headset orders
- Transcribe videos
- Provide technical support to clients when needed
- Provide training sessions on the functionality of our system and VR headsets to clients
- Order supplies for headset orders

**Measurement and Evaluation**

- Create technical benchmarks to be used in production
- Collect input and course content information to develop/design the interactive components to achieve desired learning outcome
- To define the target experience and the interactions to highlight
- To do research on the context and the users' needs (interviews, questionnaires, observation, etc.), to identify the desired learning outcomes and ensure interactive components achieve that result
- Implement optimizations and monitor the performance of the training modules

**Design and Creation**

- Share with the other artists best-practices and new tools
- To guide the conception with the tools and in team
- Creation of story boards for training
- Implement technical art features with the help of the programming team
- Work with our VR system to develop client solutions for training
- Support design and develop of interactive 360° video with quiz elements.
- Design static webpage content with text and images.
- Develop Quizzes & Narrated Slides with graphics
- Develop and design Video files using our Authoring Tool built within the Unity Framework

**Technical**

- Offer technical support to the team in day-by-day production issues
- Create and maintain technical documentation
- To formalize the experience(s)
- To elaborate the specifications
- Upload and maintain our Vimeo Pro library
- Other duties as required

Salary - **\$40-60,000**

Apply by **April 30, 2021**

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of Ontario

Email applications to:  
**info@immersivelink.ca**