



<https://monolith.asia/job/unreal-trainer-chennai-tamil-nadu/>

Unreal Engine Trainer (Chennai, Tamil Nadu)

Unreal Trainer Job Responsibilities

- Lecturing students in Unreal game Engine.
- Consult with other trainers and managers.
- Create, distribute, schedule classes.
- Communicate lecturing needs and online resources.
- Maintain a database of all lecturing materials.
- Create lecturing strategies, initiatives, and materials.
- Review student performance and learning.
- Conduct various modes of classes such as online, offline.
- Identify student weakness and mentor them.

Qualifications / Skills needed

- Knowledge on 3D Visualizations using Unreal Engine 5
- Environment Design/Level Design knowledge in the game engine
- Recreate realistic world to simulate product, process, and environmental adaptation.
- Sound knowledge in the Unreal Engine.
- Solid Foundational knowledge in programming
- Basic knowledge on Data Structures and Algorithms.
- Willing to upskill in the current trends and industry demands.
- Ability to solve problems creatively and effectively.
- Knowledge in Unity Engine would be an added advantage.

Educational Qualification

Engineering background with Unreal Engine / Unity / Game Design knowledge will be an added advantage.

Hiring organization

Monolith Communications

Employment Type

Full-time

Industry

Research and Training

Job Location

Ashok Nagar, Chennai, Tamil Nadu, India

Date posted

February 14, 2024