CALL FOR APPLICATIONS

Title	XRP-Developer, 2D/3D-Designer, PDM CAx Data Management
Deadline	**May 13th 2024 at 5:00 pm Kigali time (GMT+2)**

1: Background

The Rwanda ICT Chamber is the youngest member of the Private Sector Federation (PSF), the Chamber brings together ICT Associations, businesses, groups, and individuals into a community where they can share ideas on how to promote and develop Rwanda's ICT and ICT enabled Industries through:

– Creating career paths through skills development, especially among the youth,
– Stimulating entrepreneurship and competitiveness,
– Driving and protecting investments and innovation,
– Promoting export of ICT products and services, and
– Becoming the arbitrator of the ICT sector.

Through [AIPI](#); the ICT Chamber is partnering with the German based Bundesverband Mittelstand IT (BITMi), an association representing over 2,000 IT SMEs, aiming at accelerating members' corporate growth, productivity and promoting market development. In addition, the German market is opening up for Rwanda IT companies. It is the right time to put in place a number of best practices for the entire ecosystem in order to provide the sector with the very much needed skills and professionalism to be able to compete at international level.

2. The duties and responsibilities:

1. XRP-Developer

Performances:

- Frontend development in Unity-based editors of the platform for enabling new use cases and implementing service REST APIs.
- Development of data converters and experience generators in C# (and possibly C++) platform services.
- Further development of web frontend (.NET Micro, HTML/CSS) to incorporate publication workflows, device management, etc.
- Support subproject leaders in client meetings and in acquiring new clients.
- Assume responsibility for own software components (editors, pipelines, viewers) and strive for an optimal customer experience.

Qualifications:

- University degree (preferably Master) in Digital Media, Media Informatics, or similar fields.
- Prior professional experience, preferably in an industrial setting.
- Strong understanding and at least 2 years of hands-on experience in Unity and C# development.
- Experience with augmented, mixed, or virtual reality is advantageous.
- Proficiency in tools like Jira, Confluence, Artifactory, and Git/Github/Bitbucket.

2. 2D/3D-Designer

Performances:

- Creation of real-time capable 3D content for vehicle serial development, game engines, and other real-time visualization applications.
- Implementation of various high-end digital 2D and 3D media.
- Agile work environment solutions implementation.
- Identification and implementation of process optimizations.
- Coordination with suppliers and customers.

Qualifications:

- Degree in digital media, media informatics, audiovisual media, or equivalent.
- Practical experience in 3D content creation tools like 3D Studio Max and Blender, especially in modeling and texturing. Familiarity with real-time render engines like Unity and Unreal Engine is a plus.
- Proficiency in 2D content creation using Adobe Photoshop.
- Basic scripting skills in Python and Linux systems are advantageous.
- Creative design skills and experience in agile project work.

3. PDM CAx Data Management

Performances:

- Responsible for module group scopes within the CAx data management process of the vehicle series.
- Provide support and advice to the customer's internal departments regarding CAx data monitoring and tools/methods used in the EDM/PDM environment of vehicle development.
- Identify, develop, and potentially implement solutions to rectify errors in data archiving, product documentation, and at the DMU (Digital MockUp).
- Conduct workshops on data provision and review meetings with development departments.
- Visualize vehicle product data (DMU) and ensure adherence to process requirements.
- Further develop overarching methods, processes, and solutions in CAx/DMU data management for digital products.
- Coordinate CAx vehicle projects including managing external service providers.

Qualifications:

- University degree (industrial engineering, computer science, economics) or extensive professional experience in CAx/DMU/PDM.
- Experience in vehicle development processes and CAD/EDM/PDM systems.
- Strong knowledge of vehicle technology (geometry/function data) and product data visualization.
- Experience with development and documentation systems of Mercedes-Benz AG (Siemens NX, Engineering-Client, Smaragd, DIALOG) is advantageous.
- Proficiency in MS Office, IT applications, and a high affinity for IT

6. Application process and deadlines

The expression of interest must be submitted to the AIPI project via email info@aipi.rw with the subject line containing title of the position not later than **May 13th 2024 at 5:00 pm Kigali time (GMT +2).**

Application should contain:

Consultant (Software developer)
● Resume ● Cover letter (motivational letter)

Note: Rwanda ICT Chamber will respond to any question received prior to the due date, and may, at its sole discretion, respond to requests received later than the due date. Rwanda ICT Chamber may extend the closing date to ensure offerots have adequate time to consider answers and reply accordingly. Late submissions **will not** be accepted or considered.