

**Job Description**  
**Trainee VR Technician**

<b>Contract Type</b>	Permanent
<b>Job Title</b>	Trainee Virtual Reality (VR) Technician
<b>Specialism</b>	Applied Technologies
<b>Reports to</b>	Director – Applied Technologies
<b>Location</b>	Wixford, Warwickshire

### About Fulcro

Fulcro is an innovative team of design technologists, engineers and creative thinkers who thrive on delivering solutions that are faster, better and more value for our clients. Our core activities are 3D and 4D digital prototyping, BIM management and 3D design detailing for construction, fabrication and assembly.

Fulcro work on the UK's and World's largest construction projects including Stadia, Iconic residential developments, flagship commercial buildings and Infrastructure projects.

Our people are important to us. We empower them to perform, offer opportunities to grow and reward their contribution.

### Purpose of the Role

We are World leaders in providing VR systems for Construction applications and due to rapid expansion, we require a Trainee to join the existing team located near Bidford-on-Avon in Warwickshire.

We are looking for a candidate with a passion for computer gaming software and hardware, who wants to develop their skills. Initially the role will be geared towards Virtual Reality support, with gradual exposure to .NET programming, 3D design, and future visualisation technologies. You will enjoy full training and regular performance related pay rises.

You will work as part of the Applied Technologies team and will provide a support role to enhance the team's overall availability for development and delivery of solutions. The Apprentice will help install, develop and support the FULmax CUBE technology and will work and learn with an internationally recognised expert team in Virtual Reality and other visualisation technologies.

### Key Functions

As a Trainee Virtual Reality (VR) Technician you will be responsible for:

1. Providing helpdesk and 1st line support via telephone, email and remote access tools
2. Assisting with building new VR hardware both at base and out at client sites
3. Assisting with hardware and software development, software testing and model optimisation
4. Helping with tasks such as bug fixing and feature development
5. Working through Higher Education courses required to develop your skills

<b>Person Specification</b>	
<b>Experience/Interests</b>	
• Basic IT literacy with a keen interest in the sector	E
• Willing to assist with physical assembly of components	E
• The ability to demonstrate independent learning and research skills	E
• Be able to demonstrate an interest in computer gaming and coding	E
• Eager to learn more about computer games and apply this in the Construction industry	E
• The ability to demonstrate independent learning and research skills	E
<b>Qualifications/Skills</b>	
• GCSE IT or Computing Grade B (6) or higher	E
• GSCE Maths and English Grade C (5) or higher	E
• Degree, 'A' level or Higher Education, in an IT related subject	D
• Have some experience of coding in VD, Python, C#, Java or Unity 3D	D
• Knowledge of Gaming Technologies	D
• Exposure to software Development tools	D
• Knowledge of .NET	D
• Hold a driving licence with a B1 category entitlement	D

E-Essential, D-Desirable