

## Candidate Information

**Position:** MediaLab Technician  
**School/Department:** School of Arts, English and Languages  
**Reference:** 26/113090  
**Closing Date:** Monday 9 February 2026  
**Salary:** £35,136 - £40,316 per annum  
**Anticipated Interview Date:** Tuesday 3 March 2026  
**Duration:** 3 years or to 1st March 2029, whichever is soonest

### JOB PURPOSE:

To provide technical expertise in virtual production workflows, 3D content creation, and animation technologies within the MediaLab's advanced media production environment. The post holder will leverage their 3D generalist and animation background to support cutting-edge virtual production techniques including real-time rendering, motion capture, LED volume workflows, and immersive content creation.

The role involves delivering high-quality technical demonstrations to students and industry professionals, maintaining state-of-the-art virtual production equipment, and serving as a key liaison with technology vendors to ensure optimal system performance and resolve technical challenges.

The MediaLab is a new initiative at Queen's University Belfast that provides digital prototyping space for advanced media research and production, with particular focus on virtual production capabilities, real-time 3D development, and virtual world technologies to support knowledge transfer for creative industries and emerging media sectors.

### MAJOR DUTIES:

1. Taking a leading technical role within a multi-discipline team implementing and maintaining LED volume systems, real-time rendering pipelines, and motion capture technologies.
2. Maintain continuity and performance of virtual production equipment including LED walls, camera systems, tracking hardware, real-time rendering workstations, and associated software platforms.
3. Deliver technical demonstrations to students, academic staff, and industry professionals showcasing virtual production workflows, 3D animation techniques, and real-time content creation capabilities.
4. Advise on technology roadmaps and future requirements for virtual production services, ensuring delivery of industry-standard workflows and emerging technology integration.
5. Create and prepare 3D assets and animations for virtual production projects using digital content creation tools, supporting pre-visualisation, production, and post-production phases of advanced media projects.
6. Assist senior management on financial monitoring of equipment purchases and service contracts, proactively identifying opportunities for system enhancements and workflow improvements.
7. Maintain comprehensive documentation of virtual production procedures, system specifications, workflow guides, maintenance schedules, and technical troubleshooting resources.
8. Ensure health and safety compliance for all MediaLab users, overseeing safe operation of high-tech equipment including LED volumes, motion capture systems, and associated infrastructure.
9. Serve as primary vendor liaison for technical support, system updates, warranty claims, and equipment troubleshooting, maintaining relationships with key technology suppliers and service providers.
10. Participate in curriculum development and service planning for virtual production programmes, ensuring continuous improvement of teaching methods and industry relevance.
11. Operate as technical specialist in virtual production workflows, maintaining expertise in rapidly evolving real-time technologies, LED volume systems, and hybrid physical-digital production techniques.

12. Carry out any other duties, which are appropriate to the post as, may be reasonably requested by senior management.

**ESSENTIAL CRITERIA:**

1. Degree in 3D Animation, VFX, Film Production, Game Development, Digital Media, or related field. OR; HND level 5, with significant professional experience as a 3D Generalist, Animator, or Virtual Production Technician
2. Significant experience as 3D Generalist and/or Animator.
3. Demonstrable experience with 3D content creation tools for film, broadcast, or interactive media.
4. Demonstrable experience executing technically complex work and maintaining a productive attitude under pressure.
5. Demonstrable experience with Microsoft Office suite and the application of digital skills in a collaborative multi-discipline environment.
6. Expert knowledge of 3D animation principles and digital content creation workflows.
7. Proficiency with industry-standard 3D software (Maya, Blender, 3ds Max).
8. Strong understanding of real-time rendering technologies and game engines (Unreal Engine/Unity).
9. Knowledge of virtual production concepts and hybrid physical-digital workflows.
10. Excellent demonstration skills with proven capacity to explain complex technical concepts to diverse audiences.
11. Strong presentation skills for student instruction and industry showcases.
12. Effective vendor communication skills for technical support coordination.
13. Strong initiative with enthusiasm for emerging technologies.
14. Excellent prioritisation skills to balance multiple projects and user demands.
15. Collaborative team player with independent problem-solving capabilities.
16. Diplomatic vendor relationship management skills.
17. Commitment to continuous learning in virtual production field.
18. Must be willing to provide cover, as required, during critical periods and over some holiday periods as required in accordance with the needs of the Service.
19. Availability for vendor support calls and equipment maintenance outside standard hours.
20. Commitment to maintaining current knowledge through industry training and certification.

**DESIRABLE CRITERIA:**

1. Master's degree in relevant field.
2. Industry certifications in Unreal Engine, Maya, or virtual production workflows.
3. Commercial virtual production experience on film/TV projects.
4. Experience with LED volume workflows and camera tracking systems.
5. Motion capture pipeline experience.
6. Experience delivering technical training or demonstrations
7. Experience with LED wall systems and real-time compositing.
8. Motion capture and facial animation expertise.
9. Scripting abilities(Python, C#, Blueprint).
10. Well-developed troubleshooting and debugging skills in animation or game development pipelines
11. Experience presenting at industry events or conferences
12. Leadership experience in creative technical teams
13. Experience mentoring junior staff or students.

**ADDITIONAL INFORMATION:**

Informal Enquiries to Robbie Coey: [r.coey@qub.ac.uk](mailto:r.coey@qub.ac.uk)