



# TOPA 3D

reality capture technician

## POSITION

This position carries the responsibilities of capturing data in the field with multiple sensor types and processing this data, adhering to specified project deadlines. The Reality Capture Technician is trained with a variety of remote sensing acquisition systems operated at ToPa. The Reality Capture Technician will be required to learn new workflows and new technology adopted by ToPa on a regular basis to be implemented into existing workflows as global technology innovates. This position will require frequent travel, operating field equipment in a variety of climates and environments and will require learning new methods, often on-the-fly, to adapt to the environment to produce the best possible product for ToPa 3D's clientele. The Reality Capture Technician will also have an in-depth understanding of ToPa's business development culture, behavior, and business relationship development standards.

## OUR ASKS

Willing to learn new technologies frequently and pivot to new platforms quickly – an innovative mindset

Strong working knowledge of computer OS' (Mac+PC)

BA/BS or higher in Graphic Design, Art, Geospatial Science, Videography, Architecture, Engineering, or related visual science preferred

Attention to detail a must and willingness to have full days of computer screen time frequently

Previous experience with 3D laser scanning, photogrammetry, or high-end render/animation technologies a plus

Experience with Adobe Creative Cloud or similar design software a plus

Working proficiency of CAD/BIM software, drafting, or computer design

Willingness to spend up to 50% of your employment outdoors in various environmental conditions

Ability to stand for long periods of time and lift up to 50lbs

An absolute team player and willingness to teach what you learn to other team members/clients