3D Asset Artist – Robotics Simulation (f/m/d)

100% Zürich

Hexagon Robotics is a division of Hexagon – a global leader in precision measurement. The division develops humanoid robots for industrial sectors to address labor shortages and accelerate the transition from automation to autonomy. Our first humanoid, AEON, was launched in June 2025 and is already in pilots with five customers.

We are looking for a **3D Asset Artist** who will build the simulation-ready 3D asset library that powers training, testing, and synthetic data generation for our state-of-the-art humanoid robot. You will import, model, and optimize the machines, tools, props, and environments that AEON learns from in NVIDIA Isaac Sim — turning raw CAD and reference material into physically accurate, semantically labeled, real-time OpenUSD assets. This includes ensuring every asset is SimReady, from collision geometry and mass properties to materials and semantic labels, so that perception and autonomy teams can train and validate against a faithful digital world.

Your Mission

- Own the 3D asset pipeline of the project from source data ingestion all the way to deployment in SimReady simulation scenes.
- Import and convert customer assets from CAD (STEP, JT, IGES) and DCC formats into clean, optimized OpenUSD

Your Skillset

- Degree or equivalent professional experience in 3D art, technical art, industrial design
- Hands-on experience with OpenUSD, including references, payloads, variants, and layers
- Direct experience with NVIDIA Isaac Sim / Omniverse preferred, or equivalent

- Model, 3D assets and environments, from industrial equipment to full scenes, either based on CAD data or from scratch based on photographic references
- Make assets SimReady: collision meshes, mass and inertia, physical materials, articulations and joints, and semantic labels for perception
- Optimize assets for real-time performance and scale using LODs, instancing, and texture budgets
- Structure USD layers, references, payloads, and variants for a consistent, reusable asset library
- Establish and maintain asset standards, naming conventions, and pipeline tooling
- Collaborate with perception, simulation, and MLOps engineers so assets meet the needs of physics, sensor simulation, and synthetic data generation

experience in another 3D game engine (Unity / Unreal / ...).

- Proficiency creating 3D assets in a DCC tool (Blender, Maya, or 3ds Max)
- Familiarity with SimReady asset specifications
- Python scripting for asset pipelines, batch processing, or USD tooling
- Working knowledge of real-time asset constraints: poly budgets, LODs, instancing, and texture optimization
- Attention to scale and hierarchy, and experience cleaning up imported CAD/engineering data
- Exposure to robotics concepts (URDF, kinematics) and physics modeling (collisions, articulations, solvers)

What You'll Get

- Flexible working hours and a hybrid model for real work-life balance
- Generous vacation: 25–30 days depending on age
- CHF 500 mobility credit for sustainable commuting
- Bonus system & strong pension contributions
- Tailored training & development opportunities
- Relocation support for a smooth start
- Discounts on health, mobility & entertainment
- Team events and a flat hierarchy where your voice counts
- A warm, international culture built on respect and collaboration

Great robots need great people.

Apply Now

Contact

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HEXAGON

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