**Responsibilities:**

* Developing and implementing computer graphics algorithms, techniques, and rendering pipelines.
* Designing and creating 2D and 3D graphics assets, including models, textures, animations, and special effects.
* Collaborating with artists, designers, and engineers to integrate graphics components into applications, games, simulations, or visualizations.
* Optimizing performance and memory usage of graphics applications across various platforms and hardware configurations.
* Conducting research and staying updated on the latest advancements and trends in computer graphics technology.

**Skills and Qualifications:**

* Proficiency in programming languages commonly used in computer graphics development, such as C/C++, OpenGL, DirectX, Vulkan, or WebGL.
* Strong understanding of computer graphics principles, including rendering, shading, lighting, and animation.
* Experience with graphics libraries, frameworks, and tools, such as Unity, Unreal Engine, Blender, Maya, or 3ds Max.
* Knowledge of 3D modeling, texturing, rigging, and animation techniques.
* Problem-solving skills and the ability to debug and optimize graphics performance issues.
* Excellent communication and collaboration skills to work effectively with multidisciplinary teams.