Mission Statement: 3dxScenic aims to deliver immersive and awe-inspiring experiences to our clients, our client's customers, employees, and vendors. 3dxScenic is a premier scenic fabrication company specializing in technical design, construction, and installation of themed environments for the entertainment industry, including, but not limited to, theme parks, museums, exhibitions, and live events.

Vision: To be the leading provider of world-class scenic fabrication and fiberglass services for the themed entertainment market by practicing our core values of integrity, collaboration, and transparency, to provide seamless project execution.

PRIMARY ROLE

3dxScenic is seeking a Technical Designer / 3D Modeler to transform client concept renderings into accurate 3D models, shop drawings, and fabrication documentation for themed entertainment, exhibits, attractions, branded environments, and custom scenic projects. This role serves as the critical link between creative design and physical production. Candidates who thrive at 3dxScenic possess an ability to problem solve, display an excellent work ethic, team mentality, a willingness to ask questions, learn new skills, show personal accountability, and have a passion for working in this field.

WHAT WE OFFER

- Competitive pay
- Company sponsored health insurance (up to 70% of premiums)
- PTO and paid holidays
- On-the-job training
- Opportunity to work on high-end, unique scenic pieces

Responsibilities

- Convert concept artwork, renderings, and design packages into buildable 3D models.
- Create detailed fabrication, assembly, and installation drawings.
- Develop documentation for carpentry, metal fabrication, composites, CNC machining, and scenic finishing.
- Collaborate with project managers, department heads, fabrication teams, and third-party engineers to solve design and manufacturing challenges.
- Support projects from concept development through fabrication and installation.

Qualifications

- Experience with AutoCAD, Inventor, Rhino, or similar 3D CAD software.
- Strong understanding of fabrication, manufacturing, or construction methods.
- Ability to interpret conceptual artwork and translate it into production-ready documentation.
- Strong attention to detail and problem-solving skills.
- Experience in themed entertainment, exhibits, architecture, custom fabrication, or scenic production.

Physical Requirements

- Ability to sit and work at a computer workstation for extended periods.
- Ability to visit fabrication areas and construction sites as needed.
- Ability to review physical prototypes and fabricated components in production environments.
- Occasional travel to project sites, client reviews, or installations may be required.