

# The Most In-demand Metaverse Skills in the US

November 2022: Complimentary Abstract / Table of Contents



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## Overview and abbreviated summary of key messages

Overview of Most In-Demand Skills in the US provides a detailed analysis of the roles and skills required for metaverse development. The report also features how enterprises use metaverse platforms to support their business.

### Some of the findings in this report, among others, are:

- Enterprises across industries are using metaverse platforms for various use cases like interacting with customers, marketing their products, and using metaverse as a platform to provide services
- Metaverse development teams have a similar composition to game development teams, with a high number of virtual reality(VR)/ augmented reality (AR)/ mixed reality(MR) developers required per team
- Talent is the most critical factor when deciding on locations for setting up metaverse development teams



# This report provides a detailed view of skills required for metaverse development teams and a framework for choosing the best locations for setting up the development teams

## An introduction to metaverse

### Defining the metaverse

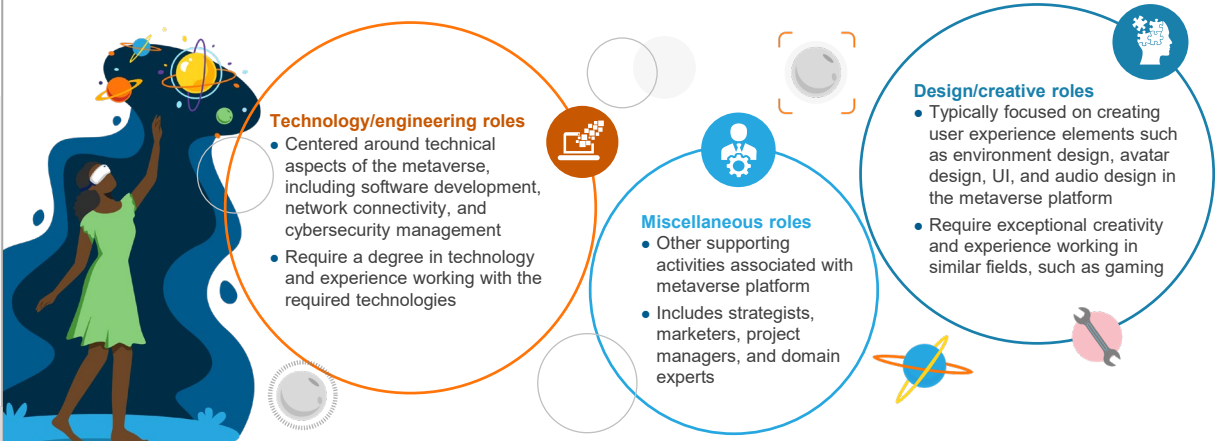
We define metaverse as a persistent, immersive, and mega virtual smart space, akin to a universe, where people have seamless digital experiences that can be extended to the real world

### Things to note

- Today's metaverse is focused on allowing users to build a digital imitation of the physical world, leverage mixed reality devices to engage in a variety of activities, conduct commercial transactions using digital assets, and drive collaboration and engagement through virtual events
- While the term "verse" indicates a "universe," it is not "uni," but multi
  - Therefore, there are many platforms on which people can virtually engage with others, do business, and create a virtual life beyond what they can create in their physical realms
  - These different metaverse platforms do not always align to an overarching comprehensive definition



## Functional classification of roles in metaverse development



## Skills and availability of talent for roles in metaverse development

■ Low demand-supply gap ■ Moderate demand-supply gap ■ High demand-supply gap

Role	Typical relevant years of experience required	Job description summary	Key skills required	Current demand-supply gap in the US
Technical Artist / Creative Technologist	5+	Optimize art elements by utilizing design and engineering expertise to enhance the performance of the platform	3D design tools, graphics programming APIs, game engines, etc.	High demand-supply gap
User Experience/ Interface (UX/UI) Designer	3-5	Define the user experience using low-fidelity sketches and wireframes of UX and implement them in the platform	UX design, web design, etc.	High demand-supply gap
Concept Artist / Art Director	3-5	Define and develop the overall artistic direction, ideation, aesthetics, design, and vision while working closely with the creative team and external partners		Moderate demand-supply gap
World Designer / Ecosystem Designer/ 3D Animator	3-5	Design the virtual environment within the metaverse, including the landscape, architecture, and interactive elements	Graphic design and 3D animation tools – Maya, Blender, 3ds max, Mudbox, and ZBrush	Moderate demand-supply gap
Avatar Designer / Character Designer	1-4	Prototype and build diverse avatars and associated clothing and fashion accessories for the virtual world		Moderate demand-supply gap
NFT Designer	3+	Create thematic art that can be marketed as collectibles within the metaverse platform	Machine learning, spatial audio, and sound design	Low demand-supply gap

## Framework for assessing locations for metaverse development and operations

### Talent factors

- Digital skill availability**  
Metaverse development requires talent with skills in AI, blockchain, cybersecurity, etc.
- Animation/graphics industry availability**
  - Most metaverse environment development is done using game development engines such as the Unity and Unreal engines
  - Game developers, graphic designers, and animators are likely to be in high demand for creating metaverse environments
- Business service talent**  
Talent with expertise in customer service, content moderation, and technical support will be required for metaverse support operations
- Higher education institutes providing digital courses**  
Institutions providing courses specific to digital technologies would supply entry-level talent required for metaverse development projects
- Start-ups working on metaverse and other emerging technologies**
  - The number of start-ups working on metaverse platforms indicates the interest and readiness of the market toward metaverse platforms
  - Start-ups in emerging technologies help incubate talent required for metaverse development work



# Research calendar

## Locations Insider™

■ Published
 ■ Planned
 ■ Current release

Reports title	Release date
Global Locations State of the Market 2022: Talent Drives Locations Strategies   Risk Watch	May 2022
US Talent Supply Landscape of Top 10 In-demand Technology Skills	June 2022
Location Spotlight – Peru	July 2022
Risk Radar Newsflash   Presidency Win for Gustavo Petro on Colombia Poses Short-term Services Delivery Risk; Firms Should Adopt a Wait-and-Watch Approach	July 2022
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Location Spotlight – Scotland	September 2022
Location Spotlight – Pune, India	September 2022
Location Spotlight - Barcelona	October 2022
India's Services Delivery Overview – Tier-1 Hubs Continue to Grow, Tier-2/3 Speeding Up	November 2022
<b>The Most In-demand Metaverse Skills in the US</b>	<b>November 2022</b>
Global Locations State of the Market 2022: Talent Drives Locations Strategies   Key Trends Shaping the Landscape	Q4 2022
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