

GAME ARTIST 3D

Belgrade

As the virtual sculptor and architect, you will be responsible for creating and animating low poly game assets (vehicles, props, items, characters etc.) in our F2P games. You will create models based on concept art, as well as search for references and work “from scratch”.

Required skills:

- Advanced knowledge of 3D software
- Advanced rigging and animation skills
- Advanced knowledge of unwrapping/texture baking
- Excellent knowledge of texture creation and materials
- Understanding lighting of environments
- Understanding render optimization
- Ability to box scenes (create quick prototypes of scenes that can later be swapped out for real high detail scenes)
- Ability to prioritize (detailing closer items, using tricks like textures etc. in the background)
- Familiarity with F2P games, specific aesthetics and stylization
- Sufficient knowledge of English language
- Orientation towards team-work and collaboration

Extra skills:

- Knowledge of 2D art software
- Experience with sculpting software like ZBrush, Mudbox
- Knowledge of After Effects
- Knowledge normal map baking
- Knowledge of project management software (ActiveCollab/Trello/Jira etc.)

Please send us examples of your work along with your application.