

(F/M)

3D ARTIST GAME/REALTIME

FULL TIME

We are seeking a 3D artist - game/real-time to join our team as soon as possible.

YOUR PROFILE:

- Relevant experience in development with Unreal Engine 4
- Experience in the development of interactive applications, incl. modelling, texturing, lighting and rendering
- Previous experience in animation, fluids, particles and scripting / blueprint would be beneficial
- Able to work independently in a structured manner
- A good eye for detail and high quality standards

YOUR ROLE:

- Conception, generation and development of game assets
- Creating settings for existing assets
- Execution / management of modelling, texturing / material generation, lighting and animation
- Generation of effects
- Incorporation of the specific requirements of desktop, VR and mobile
- Performance optimisation

WE OFFER:

- Fair, performance-based remuneration
- A modern working environment as part of a motivated and friendly team
- Enjoyable working atmosphere and short decision lines

Please send your detailed application with an indication of soonest possible start date to:

STAUD STUDIOS GmbH // Helen Rex // job@staudstudios.com

If you have any queries, please do not hesitate to call us on:
+49 7152 97 99 398.

We look forward to meeting you!