



3D Artist

Company: Urban Games GmbH
www.urbangames.com
Start date: as per agreement
Employment: 100%

Urban Games is an independent PC video game developer based in Schaffhausen, located centrally and just 36 minutes from Zurich. Urban Games' third title, Transport Fever 2, was successfully released in late 2019 and enables the company to continue growing. Urban Games offers the opportunity to work on unique games in a creative work environment and career opportunities with competitive salaries.

As a 3D Artist you'll create and implement the visual elements of a game such as vehicles, buildings, environment, characters, animals and other assets.

Responsibilities:

- Create 3D models, textures and materials to bring the art vision for the game to reality
- Make sure assets are visually and technically optimized for game production
- Participate in regular review meetings, giving and receiving constructive feedback
- Follow established pipelines to deliver the best results in the given amount of time
- Work collaboratively with members of the wider team, such as developers
- Participate in sprint planning, task scoping and estimation

Requirements:

- 3+ years experience working as a 3D Artist
- Advanced modelling skills with focus on hard surface preferably in Modo
- Strong skills in Substance Painter and Photoshop
- Trained eye for color, lighting, proportions, image composition and details
- The technical ability to learn new software and systems quickly
- A self-motivated team player that brings excitement and enthusiasm to work
- Strong portfolio showing 3D art skills and demonstrating a high level of artistic creativity
- German and English communication and writing skills (B2 at least)

Preferences:

- An art degree or relevant game art course
- Professional experience in the game industry
- Experience with PBR workflow and real-time engines
- Knowledge of technical constraints, optimization an implementation
- Knowledge in developing custom tools for digital content creation
- Being familiar with scripting and shader languages

Please send your application and portfolio to info@urbangames.com