



Senior 3D Artist

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

Urban Games is an independent and highly-successful video game development company focused on simulation and management games. Urban Games' third video game title, Transport Fever 2, was released with great success in late 2019 and enables the company to continue growing. Urban Games offers the current twenty employees the opportunity to work on unique video games in a creative work environment and career opportunities with competitive salaries. The company is based in Schaffhausen directly at the train station and can therefore be reached in just 36 minutes from Zurich.

As a Senior 3D Artist you keep up to date with the state of the art technologies and actively help in production to create the numerous and diverse assets for our games. We are looking for someone passionate about finding solutions and workflows to create, implement and optimize 3D assets for games.

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
- Support and assist our internal and external artist team
- Develop optimized workflows and techniques for the production of game assets
- Participate in the further development of the existing production pipeline
- Work collaboratively with members of the wider team, such as developers
- Participate in regular review meetings, giving and receiving constructive feedback
- Be part of planning, task scoping and task time estimation

Requirements:

- 3+ years of professional experience working as a 3D Artist
- Advanced knowledge with established 3D modeling software
- Able and comfortable with transferring knowledge to other team members
- Confident in the use of the Substance texturing tools and Photoshop
- Able to work autonomously and efficiently under time constraints
- A strong portfolio showcasing released projects you have worked on
- German and English communication and writing skills (B2 at least)

Preferences:

- Advanced knowledge with The Foundry Modo
- Degree in game development, formal art education or equivalent
- Knowledge in developing custom tools for digital content creation
- Professional Experience in the video game industry
- Being familiar with scripting and shader languages
- Worked on shipped video games

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