



DIGITAL AGENCY

3D Artist

Frankfurt

We are looking for a 3D artist with 2-3 years professional experience to strengthen our ambitious and dynamic team. We offer you a job in which you can share your fascination and passion for digital experiences together with our team of screen-, motion- and UX designers and developers.

We are looking forward to receiving your application with work samples, a salary presentation and a possible entry date.

Basic Qualifications:

- Extensive experience creating high- and low-poly models of characters, props, and environments.
- Experience integrating models in realtime engines such as Unreal and Unity, as well as lighting and material creation in these engines.
- Familiarity with highpoly to lowpoly baking and PBR texturing workflows.
- Ability to create realistic and stylized textures in Adobe Photoshop.
- Willingness to work across styles and subject matter.
- Very good knowledge of German and English spoken and written.
- Strong communication skills and ability to produce top quality work on a deadline

Preferred Qualifications:

- Experience with any of the following:
 - Blender or Cinema 4D
 - V-Ray
 - Substance Painter or Designer
 - Marvelous Designer
- Rigging and animation Skills
- Traditional 2D art skills
- Outsourcing experience

Please send your application not via snail mail, but via mail to jobs@demodern.de