

Stellenangebot vom 22.10.2018

Texture Artist (m/f)

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Freelancer
Eintrittsdatum:	ab sofort
PLZ / Ort:	81673 Munich
Land:	Deutschland

Firmendaten

Firma:	Mimimi Productions UG (haftungsbeschränkt)
Straße & Hausnummer:	Berg-am-Laim-Straße 64
PLZ / Ort:	81673 München



Ansprechpartner

Name:	Anna-Maria Magull
Position:	Studio Manager
Straße & Hausnummer:	Berg-am-Laim-Straße 64
PLZ / Ort:	81673 München
E-Mail:	mimi@mimimi.games

Job-Beschreibung

We are looking for an experienced texture artist who will be responsible for unwrapping and texturing game assets of Desperados III.

At first, this position will be **limited to a couple of months** (exact length has to be determined with you), which is why we also accept applications from freelancers. **If we enjoy working together, we are very interested in adding you as a permanent employee** to our team or recommending you within THQ Nordic's network of studios.

☐

You will ...

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Work with Substance Painter, Blender, Unity 3D and Adobe Photoshop

- Texture props, houses and other environment assets
- Work mostly with already existing materials
- Find a balance between desired aesthetics and technical constraints of the engine

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Requirements

- Very good knowledge of unwrapping in Blender
- Very good knowledge of Substance Painter
- Basic knowledge of modeling in Blender
- Basic knowledge of Unity 3D (importing models and textures, setting them up in scenes)
- Team player with strong interpersonal and communication skills
- Willingness to learn new techniques and share knowledge openly
- Fluent in German or English, both verbally and written

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Other pluses

- Knowledge of Substance Designer
- Good game asset modeling skills

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If you're interested in this position, please send us your application, including your cover letter, resume and portfolio.

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