

Stellenangebot vom 11.01.2019

Senior Artist (3D)

Fachrichtung:	Art / Layout / Illustration
Art der Beschäftigung:	Vollzeit
Eintrittsdatum:	ab sofort
Gehalt:	Depending on experience and education
PLZ / Ort:	52146 Würselen
Land:	Deutschland

Firmendaten



Firma:	EGOSOFT GmbH
Straße & Hausnummer:	Heidestrasse, 4
PLZ / Ort:	52146 Würselen

Ansprechpartner

Name:	Bernd Lehahn
Position:	Geschäftsführer
Straße & Hausnummer:	Heidestrasse, 4
PLZ / Ort:	52146 Würselen
E-Mail:	bernd@egosoft.com

Job-Beschreibung

EGOSOFT GmbH was founded in 1988 and is the second oldest existing gaming studio in Germany.

Located at the western end of Germany very close to the Dutch and Belgium boarder, the studio is well known for the "X" Space Game Series dating back to 1999 and its latest entry being "X4: Foundations".

EGOSOFT is a small company with a very dedicated and international team. The team consists of about 20 employees, with six different nationalities. The company language is English.

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Quinke Networks GmbH
Bei den Mühlen 70
D-20457 Hamburg

The Position

EGOSOFT is looking for an experienced hard-surface artist to work on us on our own IP "X4: Foundations". As a hard-surface artist at EGOSOFT you will work in collaboration with the lead artist and the rest of the team. Due to the fact that EGOSOFT is a small company there will be a wide range of areas you will work on, such as space ships, station modules, interiors, effects and atlas textures. We expect you to take your art all the way from ideas and concept through modeling, texturing and final setup and implementation in the game.

Required qualifications

Minimum of 5 years experience creating high quality assets in a production environment
Strong working knowledge of Blender (or experience with equivalent tools and motivation to transfer those skills)
Ability to design as well as create appealing and visually coherent assets inspired by our existing visual guidelines
Strong knowledge of effective asset creation and optimization
Experience with physical based rendering
Experience working with atlas textures and creating of such
Fluent in written and spoken English
Good communication skills

Desired qualifications

Delivered at least one PC/Consoles game title
Experience with Substance tools
Experience with XML file structures
Ability to communicate an artistic vision
Experience with concepting
Working knowledge of 2D image processing tools (Photoshop / Gimp)
3ds Max knowledge
Experience with planning and documentation software (Jira / Confluence)

How to Apply

Contact us via an e-mail at: jobs@egosoft.com
Please enclose a portfolio or link to an online portfolio in your application.
Please be informed that we reserve the right to contact only selected applicants.
The hired individual will need to work in-house, in our studio based in Würselen, Germany.

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