

Stellenangebot vom 29.04.2020

## Senior 3D Artist

|                        |                             |
|------------------------|-----------------------------|
| Fachrichtung:          | Art / Layout / Illustration |
| Art der Beschäftigung: | Vollzeit                    |
| Eintrittsdatum:        | ab sofort                   |
| PLZ / Ort:             | Berlin                      |
| Land:                  | Deutschland                 |

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### Firmendaten

|                      |                        |
|----------------------|------------------------|
| Firma:               | <b>Flow Fire Games</b> |
| Straße & Hausnummer: | Lotosweg 31            |
| PLZ / Ort:           | 13467 Berlin           |



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### Ansprechpartner

|                      |                        |
|----------------------|------------------------|
| Name:                | Alexander Luck         |
| Position:            | CEO                    |
| Straße & Hausnummer: | Lotosweg 31            |
| PLZ / Ort:           | 13467 Berlin           |
| E-Mail:              | jobs@flowfiregames.com |

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### Job-Beschreibung

We are looking for a Senior 3D Artist to join us as a core team member.

You will work on a new, unannounced HDRP Unity Project  
(Strategy, Combat, Apocalyptic Setting)

and our Synthetik Franchise (Shooters).

□

Perks:

- Self agency & flexible hours
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Quinke Networks GmbH  
Bei den Mühlen 70  
D-20457 Hamburg

Above average pay

- Great opportunity for personal development with varied subjects and we will evolve our workflows
- Nice location in the center of the Berlin at Checkpoint Charlie (although move imminent)
- Working on games with focus on gameplay, replay value and substance and with a strong vision.
- Fast and optimized pipeline and framework within Unity for easy content creation
- Pros and Cons of a tiny team (8 People, scaling up)
- Your opinion matters and valued even in other areas such as gameplay
- Good hardware with 3-4 Monitor Setup and we can get what you'll need
- ☐

The new Game is a HDRP ☐ Unity games project (If you like RTS, Shooters, ☐ Weapons, Vehicles, you are at the right place)

(The old game used a 2D engine with pre-rendered Art)

☐

#### Skills & Requirements

Must have:

- Strong 3D Modelling & art skills
- Able to come up with own designs to a degree and have a strong eye for aesthetics
- Must be able to execute on Environments, Props, Buildings (Weapons) (Vehicles) - These will be in focus
- Fluent in current game art workflows and baking, ideally experience in Unity
- Ideally versed in more than one discipline but that is a bonus
- Looking for either Senior or Art Lead level, very promising Regular is also possible

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