Stellenangebot vom 19.03.2026

Senior Environment Artist

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

Firmendaten

Firma:	**8Bit- Games Industry Recruitment**
Straße & Hausnummer:	Lelewela 6F/3
PLZ / Ort:	80-442 Gdansk

Ansprechpartner

Name:	Monika Michalak
Position:	CEO
Straße & Hausnummer:	Lelewela 6F/3
PLZ / Ort:	80-442 Gdansk
E-Mail:	contact@8bitplay.com

Job-Beschreibung

Description

Our client – the studio behind Shapez and Shapez 2, is looking for a Senior/Lead Environment Artist to join the team and be responsible for creating a wide range of 3D assets with a strong focus on environmental design for their new project.☐
☐☐
Working closely with the Art Director and fellow artists, you will help maintain high standards and bring the artistic vision of the company's projects to life through high-quality execution.

This position is open to candidates based in Germany.

☐

RESPONSIBILITIES

- Environment creation, asset creation, modular kit creation with a strong focus on quality, performance and optimization
- Establishing and maintaining pipelines and workflows for 3D, supervising their maintenance and effectiveness constantly
- Coach and mentor junior 3D artists
- Work closely with art director to maintain artistic vision of the game
- Collaborate with multiple departments, to align on various technical aspects of game development (art, design, optimization)

REQUIREMENTS

- 5+ years of experience as a 3D artist
- Expert knowledge in modular asset creation and creation of large scale environments (+ knowledge of creating optimized assets)
- Proficiency in material creation
- Strong knowledge in PBR
- Proficiency in Blender, Substance Painter, and Substance Designer
- Proficiency in Unity Engine
- Team oriented working (collaborative, open minded, strong communication skills)
- Autonomous way of working, with a strong sense of ownership
- Fluent in English
- Located in Germany

NICE TO HAVE

- Experience with Zbrush, Plasticity, Gaea, and Houdini
- Experience with animation
- Experience developing in different game genres
- Experience working on top down games / isometric perspective, or factory games

WHAT THEY OFFER

- Fully remote, full-time position with flexible scheduling.
- Healthy work-life balance culture, and paid overtime when it happens.
- Monthly personal growth allowance for courses, books, or other learning materials.
- Focus days dedicated to researching or learning new skills
- Team gatherings are organised once a year to meet and collaborate in person.
- Budget to set up or upgrade your home workspace, including the hardware of your choice.
- Yearly salary review to ensure your pay keeps pace with market standards, and an automatic increase of 2% per year.

ABOUT THE COMPANY

□

A small indie studio focused on creating thoughtful, deeply satisfying factory and automation

games that players truly love.

The team started with web games, found success on PC, and has since grown into a distributed team delivering highly rated simulation experiences.

The studio values:

- Direct communication and ownership over unnecessary bureaucracy.
- Player-first design shaped by close collaboration with the community.
- Long-term partnerships with people who want to grow alongside their projects.

Team size: ~12 people, slowly growing
Work mode: Fully remote
Engine: Unity
Platform: PC

□

Please apply via the link :□https://8bitplay.com/jobs/senior-environment-artist/