

Joboffer dated from 01/11/2017

3D Unity Artist (f/m)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	München
Country:	Germany

Company data



Company:	Dassault Systemes 3DExcite GmbH
Street adress:	Rosenheimer Str. 145
Zip Code / Place:	81671 Munich

Contact Person

Name:	Eva Schmidt
Position:	Talent Acquisition Partner
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Job description

As part of the Staging Department you get involved in the gamification of a product for configurator, browser, mobile devices and virtual reality. Your objective is to create an interactive experience that triggers of inducement at the end consumer's side. High-end product visualization meets serious gaming!



Job Responsibilities

Let's talk about your daily business for a while: Once the 3D models are converted to Unity you will edit the lights, shadows and environment of a scene. You will define materials, create shaders and get to animate the car. Finally you aim for enrichment of the scene taking into

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account special effects such as particles and sound.



While scripting the logic behind a configurator you will ensure the realtime-capability of the application as well as the defined output quality and product correctness.



Requirements

You should not hesitate to apply for this position when you call these key attributes your own:

- Preferably educational background in **media or game design**
- minimum of 2 years of work experience in **automotive**, gaming or 3D industry
- good skills in a **game engine** (e.g. Unity 3D or Unreal)
- Strong understanding of **Maya or 3ds Max** together with a strong sense for product visualization
- Experience with C# and JavaScript are a plus
- Fluent English skills, German language skills are a further benefit



We are looking for applicants who work autonomously but at the same time are strong team players. Working organized, accurately, focused and solution-oriented are further key features for this position. You should be able to estimate workloads and adapt to new workflows and processes within our pipeline.



About us

3DEXCITE is the leading, one-stop-provider of high-end software, consulting and creative services in professional 3D visualization. The company opens up creative freedom to deliver emotional assets for digital, interactive marketing and sales experiences. From consulting, through workflow, to final visualization assets, 3DEXCITE transforms engineering data into powerful visual experiences, which we call engineered excitement, and acts as strategic partner to its customer base in the automotive, aerospace and consumer goods industries. In 2014, the company was acquired by Dassault Systèmes, the **3DEXPERIENCE** Company and world leader in 3D design software, 3D Digital Mock Up and Product Lifecycle Management (PLM) solutions. We currently employ 750 staff at 15 offices worldwide.

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