

Joboffer dated from 10/22/2018

## Texture Artist (m/f)

|                     |                             |
|---------------------|-----------------------------|
| Field:              | Art / Layout / Illustration |
| Type of employment: | Freelance                   |
| Entry date:         | immediately                 |
| Zip Code / Place:   | 81673 Munich                |
| Country:            | Germany                     |

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## Company data

|                   |   |
|-------------------|---|
| Company:          | <b>Mimimi Productions UG<br/>(haftungsbeschränkt)</b> |
| Street adress:    | Berg-am-Laim-Straße 64                                |
| Zip Code / Place: | 81673 München   |



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## Contact Person

|                   |                        |
|-------------------|------------------------|
| Name:             | Anna-Maria Magull      |
| Position:         | Studio Manager         |
| Street adress:    | Berg-am-Laim-Straße 64 |
| Zip Code / Place: | 81673 München          |
| E-mail:           | mimi@mimimi.games      |

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## Job description

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



### **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



### **Other pluses**

- Knowledge of Substance Designer
- Good game asset modeling skills



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

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