

Joboffer dated from 07/08/2019

Senior Character Artist (f/m/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Salary:	negotiable
Zip Code / Place:	10997 Berlin
Country:	Germany

Company data

Company:	YAGER Development GmbH
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin



Contact Person

Name:	Human Resources
Position:	
Street adress:	Pfuelstr. 5
Zip Code / Place:	10997 Berlin
E-mail:	contact-hr@yager.de



Job description

As a Character Artist at YAGER, you will be collaborating closely with the dedicated Concept Artist under the supervision of the Art Director and the Lead Artist. You will be responsible for taking the concept art through the stages of development, from sculpting the high resolution to game-ready models and materials.



Responsibilities

- Sculpt and model characters according to the style and art direction of the project
- Create low polygon models and UV according to the project's requirements
- Be ready to iterate fast according to the Lead's or Director's feedback
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- Understand project limitations, milestones and risks
- Maintain quality consistency while meeting the deadlines
- Search for constant improvement on a technical and artistic level
- Good communication and collaboration across multiple disciplines from Concept Art, Rigging, Animation
- Document character production methodologies

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Qualifications

- 5+ years experience in a game development environment
- Strong knowledge of one of the industries standard 3d packages (Maya, Max, Modo)
- Ability to create great High-polygon sculpts in ZBrush
- Create efficient Low-polygon models for deformable characters
- Strong texturing skills in Substance Painter/Photoshop including efficient UV Sets
- Understanding of human and animal/creature anatomy
- Experience with Unreal Engine
- Ability for Rigging and Skinning in Maya is a plus
- Ability to take and apply direction and work well in a team environment
- Communicate effectively in English, both verbally and in writing
- Passionate about videogames

Portfolio should show:

- Highpoly Models
- Lowpoly Models
- Texture Pages
- Classical Art skills is a plus

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Desirable skills

- Experience with the Unreal Engine 4

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Employment details

- Full-time and on-site
- Status: employment
- Start: as soon as possible

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Benefits

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We support you all the way

Relocation bonus and ongoing support and assistance

Occupational pension scheme



We care about your well-being

Flexible working hours

Fresh fruit and vegetables every day

Hot and cold beverages of your choice

In-house massage



We encourage continuous learning

Extensive games/books library

Dedicated Talent Development Manager

Participation at various game conferences



We know how to have fun

A variety of exciting Team Events

Summer and Christmas Party

Beer and soft drinks for Friday meetings



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If this sounds like you, and you love to work in a creative environment with people passionate about their work, please send us your application using our online form.

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