

Joboffer dated from 02/10/2020

## Senior (3D) Artist (m/f/d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	52146 Würselen
Country:	Germany

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### Company data



Company:	<b>EGOSOFT GmbH</b>
Street adress:	Heidestrasse, 4
Zip Code / Place:	52146 Würselen

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### Contact Person

Name:	Bernd Lehahn
Position:	Geschäftsführer
Street adress:	Heidestrasse, 4
Zip Code / Place:	52146 Würselen
E-mail:	bernd@egosoft.com

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### Job description

EGOSOFT is looking for an **experienced hard-surface artist** to work with us on our own IP "[X4: Foundations](#)". As an artist at EGOSOFT, you will work in collaboration with the lead artist and the rest of the team. Due to the fact that EGOSOFT is a small company, there will be a wide range of areas you will work on, such as **space ships, station modules, interiors, effects and atlas textures**. We expect you to take your art all the way from ideas and concept through modeling, texturing and final setup and implementation in the game.

#### General Requirements:

- Minimum of 5 years experience creating high quality assets in a production environment
- Strong working knowledge of Blender (or experience with equivalent tools and

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motivation to transfer those skills)

- Ability to design as well as create appealing and visually coherent assets inspired by our existing visual guidelines
- Strong knowledge of effective asset creation and optimization
- Experience with physically based rendering
- Experience working with atlas textures and creating of such
- Link to portfolio showcasing these skills

**Pluses:**

- Delivered at least one PC/Console game title
- Experience with Substance tools
- Experience with XML file structures
- Ability to communicate an artistic vision
- Experience with concepting
- Working knowledge of 2D image processing tools (Photoshop / Gimp)
- 3ds Max knowledge
- Experience with planning and documentation software (Jira / Confluence)

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**About EGOSOFT**

EGOSOFT, founded in 1988, is one of Germany's leading game developers. Its team of industry veterans and dedicated game enthusiasts entered the international stage with the widely-acclaimed X-Beyond the Frontier space simulation game in 1999. EGOSOFT is now exclusively dedicated to setting new standards in the space game genre and continuing to improve the gameplay experience for fans of the X Universe. For more information on EGOSOFT and its products visit [www.egosoft.com](http://www.egosoft.com).

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