

Joboffer dated from 04/29/2020

Senior 3D Artist

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

Company data

Company:	Flow Fire Games
Street adress:	Lotosweg 31
Zip Code / Place:	13467 Berlin



Contact Person

Name:	Alexander Luck
Position:	CEO
Street adress:	Lotosweg 31
Zip Code / Place:	13467 Berlin
E-mail:	jobs@flowfiregames.com

Job description

We are looking for a Senior 3D Artist to join us as a core team member.

You will work on a new, unannounced HDRP Unity Project
(Strategy, Combat, Apocalyptic Setting)

and our Synthetik Franchise (Shooters).

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Perks:

- Self agency & flexible hours
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Above average pay

- Great opportunity for personal development with varied subjects and we will evolve our workflows
- Nice location in the center of the Berlin at Checkpoint Charlie (although move imminent)
- Working on games with focus on gameplay, replay value and substance and with a strong vision.
- Fast and optimized pipeline and framework within Unity for easy content creation
- Pros and Cons of a tiny team (8 People, scaling up)
- Your opinion matters and valued even in other areas such as gameplay
- Good hardware with 3-4 Monitor Setup and we can get what you'll need
- ☐

The new Game is a HDRP ☐ Unity games project (If you like RTS, Shooters, ☐ Weapons, Vehicles, you are at the right place)

(The old game used a 2D engine with pre-rendered Art)

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Skills & Requirements

Must have:

- Strong 3D Modelling & art skills
- Able to come up with own designs to a degree and have a strong eye for aesthetics
- Must be able to execute on Environments, Props, Buildings (Weapons) (Vehicles) - These will be in focus
- Fluent in current game art workflows and baking, ideally experience in Unity
- Ideally versed in more than one discipline but that is a bonus
- Looking for either Senior or Art Lead level, very promising Regular is also possible

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