

Joboffer dated from 06/10/2020

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

Field: Art / Layout / Illustration  
Type of employment: Full-time  
Entry date: immediately  
Zip Code / Place: 10719 Berlin  
Country: Germany

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### Company data

Company: **Sixteen Tons Entertainment GmbH**  
Street address: Karlstr. 3  
Zip Code / Place: 72072 Tübingen



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### Contact Person

Name: Florian Wendel  
Position: Lead Game Programmer  
Street address: Karlstr. 3  
Zip Code / Place: 72072 Tübingen



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### Job description

To work on our upcoming projects we are looking for a full-time

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

for the Berlin location.

As a Senior Artist 3D you are responsible for the timely and quality-compliant creation of real-time 3D assets for various platforms. You are part of an ambitious team of developers and work closely with the design department and project management.

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## RESPONSIBILITIES

- Creation of high-quality 3D assets for various games and platforms while securing technical and visual specifications
- Working according to defined workflows
- Migration of existing assets according to new technical requirements
- Documentation and optimization of workflows

## QUALIFICATIONS

- You have at least 5 years of professional experience in the 3D graphics area of the games industry
- You master 3dsMAX, ZBrush, Substance Painter, Photoshop, After Effects
- You have experience working with Unity 3D and/or the Unreal Engine
- Experience with the creation of 2d graphics, layouts and user interface design is a valuable plus
- You are able to optimally structure and implement even complex projects and always keep an eye on the timing
- You can think quickly into new situations and are also in times of stress a rock in the surf
- Organization and timing are among your strengths
- The working language is German, but you are also capable to speak and write English

## PORTFOLIO

Together with your application, we expect examples of your previous work. We prefer an online portfolio.

You also have the option of sending work samples with your application as an attachment. Clear descriptions of your respective specific activities are very important here.

## What we offer:

- Play a central role in a team that has been making games for over 20 years
- Take part in the development of the globally successful "EMERGENCY" game series
- Challenging and exciting game projects
- A highly motivated team with a flat hierarchy and fast decision making

Our current products:

Games-Career.com is a service provided by:

- [https://store.steampowered.com/app/735280/EMERGENCY\\_20/](https://store.steampowered.com/app/735280/EMERGENCY_20/)
- <https://play.google.com/store/apps/details?id=com.sgs.emhq.android>
- <https://itunes.apple.com/app/emergency-hq/id859148736>

Even if you don't meet all of the qualification requirements, we would love to hear from you.

## Contact

Please send your CV and a cover email to:

Daniel Töpfer

[application@sixteen-tons.com](mailto:application@sixteen-tons.com)

Tel. +49 7071 916767

All applications and information will be treated confidentially.

Sixteen Tons Entertainment GmbH • Karlstraße 3 • D-72072 Tübingen

Sixteen Tons Entertainment GmbH • Kurfürstendamm 234 • D-10719 Berlin

Our divisions:

[www.sixteen-tons.com](http://www.sixteen-tons.com)

[www.serious-games-solutions.de](http://www.serious-games-solutions.de)

[www.promotion-software.de](http://www.promotion-software.de)

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Bei den Mühlen 70  
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