

Joboffer dated from 01/22/2021

Junior 3D Blender Game Artist (casual style) (m/ f/ d)

Field:	Art / Layout / Illustration
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	14057 Berlin
Country:	Germany

Company data

Company:	Game Art Brain GmbH
Street adress:	Kaiserdamm 100
Zip Code / Place:	14057 Berlin



Contact Person

Name:	Christian Retzlaff
Position:	CEO
Street adress:	Kaiserdamm 100
Zip Code / Place:	14057 Berlin
E-mail:	Christian.retzlaff@gameartbrain.com

Job description

! Please only apply if you have a relevant portfolio of art !

We are Game Art Brain, a service provider in terms of game art and graphics. The company was founded 2017 and has its office in Berlin's West easily reachable by S-Bahn (train) and bus.

We want to give young artists like you the chance to gain work experience and expand your skills.

You will be involved in the team right from the beginning and have the opportunity to work with us for the most diverse developers and companies nationally and internationally.

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You will primarily work in Blender on incoming 3d commissions. Most of our clients are mobile game companies with casual styles. So you will work probably mostly stylized.

Skills:

- Advanced in Blender
- Knowledge of Substance Painter
- Ability to create your own textures in Photoshop
- Knowledge of the Low poly workflow

Bonus:

- Knowledge in rigging and animation
- Knowledge in Unity
- Knowledge in Maya and 3dsMax
- Skills in 2d art

Please keep in mind we are a very small company with 9 employees only and can not pay very high wages.

Send us a link to your portfolio! We are looking forward to your application.

The GameArtBrain team
www.gameartbrain.com

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