Joboffer dated from 08/05/2025

Lead 3D Artist

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: 09/01/2025
Zip Code / Place:
Country: Germany

Company data

Company: **Dionic Software**
Street adress: Blutenburgstraße 32
Zip Code / Place: 80636 München

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software

Contact Person

Name: Daniel Gallenberger
Position:
Street adress: Blutenburgstraße 32
Zip Code / Place: 80636 München
E-mail: daniel@dionicsoftware.com

Job description

For our next sandbox building game, HavenCraft, we are looking for an experienced artist who can lead art development in all relevant domains. Our game features NPCs heavily, so experience with characters is a big plus. As lead artist, you will need to be able to accomplish 2 important tasks:

- Refine the art style and lead everyone in the right direction. This includes making assets yourself and also reviewing other team members' work and making sure the style stays consistent.
- Have the ability to go in and fix small things wherever required. For example, if we notice that an animation is clipping terribly, you should be able to go in and do a quick fix so we can release the update in a decent state without having to do a week-long round trip with animation freelancers.

We work with Blender, Substance Painter, and Photoshop, but you can also apply if you know similar programs and are willing to learn.

Your application should include a link to your portfolio.

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About Dionic Software

Dionic Software is a small independent studio making building and simulation games.

We are not beholden to any publishers or investors, so we can focus on what we think is right for our games.

Our games have been played by hundreds of thousands of players. We are a small company, so your contributions will make a big difference to the community.

We value expertise and passion. In order to make great games, you have to care about the craft.

Our studio is based in Germany with an international team, so the default work language is English.

Work 100% remote.

It should go without saying, but people from minorities or people who don't fit the typical game developer stereotype are welcome here.