Joboffer dated from 03/20/2026

Technical Artist / 3D Generalist (w/m/d)

Field:	Programmer: Game Developer
Type of employment:	Full-time
Entry date:	immediately
Zip Code / Place:	Remote
Country:	Germany

Company data

Company:	**Thera Bytes**
Street adress:	Kapuzinerweg 5
Zip Code / Place:	82069 Schäftlarn

Contact Person



Name:	Tabitha Goricki
Position:	Team Assistent
Street adress:	Kapuzinerweg 5
Zip Code / Place:	82069 Schäftlarn
E-mail:	hiring@therabytes.de

Job description

With a small and dedicated team, we are currently working on a first-person tactical co-op game using Unreal Engine 5. The game features a realistic, military-focused setting with a strong emphasis on simulation and tactical gameplay.

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We are searching for an ambitious generalist with a high focus on art and tech-art production that additionally brings strong game design skills with them. In this role, you will have a mid-term option to acquire equity in the company.

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Join the Core Squad

- In our small team, you aren't just an employee, you are a foundational part of this project
- Take full ownership within your working domain and drive top-level decision making
- Work on a tactical FPS using Unreal 5 accompanied by dedicated teammates embracing the genre
- Enjoy flexible remote work options and having the chance to meet in person around Munich

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Shape the Battlefield

- Decision-making in art / tech art production
- Hands-on production work, crafting our shooter game we all want to play
- Streamline workflows, spot production bottlenecks and improve art and integration processes
- Integrate 3D characters and animations into Unreal Engine 5
- Model, texture, rig and animate game-ready 3D characters when necessary
- Create VFX effects inside Unreal Engine 5
- Configure game-specific abilities with animations, VFX and SFX
- Add mood and feel to the game using lights, fog and post processing
- Create simple but effective Blueprints that help achieving your goals
- Shape, design and create 3D worlds using various assets
- Write Materials

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Are you Combat Ready?

- You like FPS and even more love to build them
- Professional experience using Unreal Engine or similar engines
- A portfolio that shows your skills and versatility (no portfolio = no review)
- Comfortable in tools like Blender, ZBrush, Substance Painter, Photoshop or similar solutions that offer similar workflows
- Strong sense of form, light, anatomy, and world-building
- Solid Unreal Engine experience using Blueprints
- Solid Unreal Engine experience creating Niagara Effects
- Solid Unreal Engine experience creating Sequences and editing Animations in-engine
- Excellent communicator, great at giving feedback, syncing with other disciplines and keeping everyone aligned
- Self-organized and active, with a willingness to learn new tech or methods
- A strong feel for market trends and what players visually connect with

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Force Multipliers

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German native speaker
- Located in Bavaria, Germany
- Having shipped a tactical shooter before

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Establish Uplink

Considering that pressure and uncertainty in a gaming start-up can be a burden – it should be a source of inspiration for you. If you think you have got the eye, the skills, and the right mindset for creating this game with us, please send us your portfolio and let's talk. We are excited to meet someone who is as passionate about making this game a success as we are.

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