

Senior Character Artist

Description

We are currently seeking a senior character artist to work on a new AAA character based IP. Qualifications Create high quality AAA characters capable of the full range of human expression and dialog. Understand asset limitations, project milestones, risks and work accordingly. Produce models according to the Art Director's vision. Strong technical skills that can be leveraged to help your team create cutting-edge characters. Create efficient and rig friendly, efficient polygonal models for game integration. Pride in your ability to effectively listen to and communicate with every member of your team in a way that inspires a confident and respectful workplace. Work with the technical teams to improve the production processes, tools and pipelines. Requirements At least 5 yearsâ working experience in game development modeling and texturing characters. Portfolio showing the latest work is required for this position. Experienced with AAA game production. Experienced with blendshape creation. Experience in utilizing scan data in the character pipeline. Experience with the Unreal 5 Engine Very good sense of human and animal anatomy and proportions. Highly proficient in Maya, ZBrush (or equivalent software) and Photoshop. Strong knowledge of Marvelous Designer and Substance Painter. A critical thinker, easy to think of and adapt to new techniques in modeling and texturing. Solid knowledge in hi-poly modeling and digital sculpting. Strong knowledge of low poly modeling techniques and topology for animation. Very good texturing skills, mapping and normal map extraction techniques; Understanding of PBR materials. Ability to understand technical constraints and to integrate them when modeling. Good sense of form, shape, silhouette in regards to objects. Passion for games and strong game culture. Ability and desire to work in creative and collaborative teams. Ability to manage their own time and work within deadlines. Please mention the word ****STELLAR**** and tag RMTUxLjgwLjE0My4yMDY= when applying to show you read the job post completely (#RMTUxLjgwLjE0My4yMDY=). This is a beta feature to avoid spam applicants. Companies can search these words to find applicants that read this and see they're human.

Contacts

Job listing via RemoteOK.com

Hiring organization
FREE RANGE GAMES

Job Location
Remote

Base Salary
\$ 60000 - \$ 110000

Date posted
May 31, 2024

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