

Job offer - 3D Artist and Motion Designer

Vienna am 26.11.2021

Location Austria, Vienna

Presence: Local and Remote

We are looking for a talented full time 3D Artist and Motion Designer with experience in extending and improving VR Unity projects that reach hundreds of potential players around the world every day. The ideal candidate will have the ability to engage with all facets of visual content in game development. A solid understanding of the creative process needed for VR applications is required.

Your skills:

- Design of 3D Avatars, Tennis specific 3D models.
- Professional expertise as 3D Artist and modeling of human motion
- Experience with various VR hardware and applications.
- Familiar with working in an agile development environment.
- Design skills that show creative flare.
- You have high competence in compositing, texturing & rendering high-quality 3D creatives.
- Rig, skin, and animate 3D characters
- Basic 3D modeling and texturing knowledge
- Deep knowledge of basic and advanced animation principles
- Experience with developing low poly models or optimization for VR applications.
- You are familiar with working in Unity 3D
- Passionate about video games and game development
- Strong communication skills (in English and/or German) within a cross-functional team.

Your Tasks:

- Collaborate with other developers, designers, creatives, and producers.
- Establish a unique VR experience.
- Create a variety of 3D models related to Tennis
- Create and animate 3D Avatars
- Take on ownership of 3D content from prototype to production.

Bonus:

- Ability to edit and clean motion captured animations

Experience / Education:

Relevant education related to 3D Artist skills.

Several years of experience and related work in creating visuals for game development.

Contact: info@vr-motion-learning.com