



Job Description for 3D Character Artist

Position: Senior 3D Character Artist

Based in: Mumbai

Reporting to: Art Director

Experience required: 3 to 6 years of relevant work experience

What do you need to do? (Role and Responsibilities)

- Creating high quality optimized 3D assets including characters and props for mobile games, using Maya and PhotoShop.
- Integrate the 3D assets into Unity3d and tweak them as per the game requirements.
- Work with fellow artists and engineers to solve any quality/performance issues.
- Create art in a variety of artistic styles, ranging from realistic to stylized to cartoon.
- Manage multiple projects, set priorities and meet deadlines.

Who could you be? Background and Experience:

- 3 years' experience as an Character / Props artist in game development
- Exceptional understanding of next-gen asset creation workflows with the ability to modify and improve them
- Experience with the process of making normal maps (transferring the high-poly sculpted detail on low-poly game objects).
- Understanding of both high-poly and low-poly modelling of 3D characters for mobile games
- Candidate should know how to optimize art for mobile games.
- Candidate will be constantly interacting with the development team, product managers and testing team, therefore the candidate should have good communication skills.
- Proactiveness and commitment are of utmost importance.
- Passion and enthusiasm for Mobile games.
- Experience in some or all of the following will be an added advantage:
 - Making Terrains using Unity 3D
 - Knowledge of lighting and shaders in Unity 3D.
 - Ability to work with Unity to create builds and/or basic scripting

Educational Qualification:

- Graduate from a reputed institute
- Candidates with an Art school background would be preferred

Next Steps:

If this opportunity excites you:

Send your updated resume along with your portfolio link to hr@games2win.com