



Senior Character Artist

Job Role:

- Be a core part of a very passionate game development team and contribute in the development of our ongoing in-house Independent AAA RPG title for PCs, XboxOne and PS4.
- As a Character Artist you will be responsible for creating a range of high standard human character models, as per the concept art. Characters maybe men, women or children who may have a wide range of outfits – maybe clothes or complex armours or even bare body.
- Adapt quickly to our pipeline and work closely with the Creative Lead to understand all technical and visual requirements to produce AAA game-ready character assets.
- Responsible for creating very realistic hi-poly sculpt and low-poly game mesh, along with baking all the required texture maps from hi-ploy sculpt (Normal, AO, SS, Cavity etc)
- Have lots of fun developing the game, taking it as your dream own project

Skills & Qualifications:

- 3+ years of professional experience in games industry. CG background is also welcome.
- Must have excellent artistic skills with the ability to create 3D game character asset from detailed concept art, or photo references / materials.
- Must have very strong sculpting skills in ZBrush and must be an expert in 3DsMax or Maya to create game mesh (low-poly).
- Must be able to create hair cards, armours, clothes, jewellery, accessories or any character attachment or outfit, as per requirements.
- Must be an expert with face and facial expressions sculpting and modelling. Must be able to create as many blendshapes as requested.
- All low-poly models should be optimised for rigging and should have decent topology.
- Efficiently unwrap your low-poly models and pass it on to texture artist.
- Ability to work independently as well as collaboratively in an efficient manner.

Highly Desirable:

- Interest/Appreciation for Medieval theme or art style.
- Ability to Texture your models.
- Marvellous Designer is a plus.
- Apex cloth implementation & NVidia tools
- Thirst for career development.
- Love for games and an avid gamer.

Must Haves:

- Portfolio / Show-reel showcasing your best and recent work
- Minimum 2 years of experience
- Ability to understand technical requirements when it comes to AAA character creation
- Good at communicating and collaborating with a dynamic team of well skilled professionals
- Fit into a casual and highly social workplace filled with people with huge passion for games