

Joboffer dated from 04/19/2024

3D Artist (f/m/d)

Field: Art / Layout / Illustration
Type of employment: Full-time
Entry date: immediately
Zip Code / Place: Hamburg
Country: Germany

Company data

Company: **ROCKFISH Games GmbH**
Street address: Eduardstraße 46 - 48
Zip Code / Place: 20257 Hamburg



Contact Person

Name: Michael Schade
Position: CEO & Co-Founder
Street address: Eduardstraße 46 - 48
Zip Code / Place: 20257 Hamburg
E-mail: michael@rockfishgames.com



Job description

Are you looking to join an exciting and passionate team of game developers in creating immersive space games? We are seeking a talented 3D artist to join our ranks and help bring our vision to life.

As a 3D artist at our independent game studio, you will be responsible for creating a variety of environment assets, spaceships, and both hard surface and organic materials. Proficiency in Unreal Engine 4, Autodesk 3ds MAX, or Blender is a must for this role.

Not only do we value technical skills, but we also believe that a love for space games and the unique atmosphere of indie studios is crucial for this position. If you are passionate about creating visually stunning and immersive game worlds, we encourage you to apply.

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This is a unique opportunity to be a key member of a dedicated and driven team working on the cutting edge of the gaming industry. If you have a strong portfolio and a desire to push the boundaries of what is possible in game development, we want you on our team.



Responsibilities

- Creating high-quality 3D environment assets, vehicles, enemy NPCs, and materials
- Utilizing software such as Unreal Engine 5, Autodesk 3ds MAX, or Blender to bring assets to life
- Collaborating with the development team to ensure assets fit the overall vision and style of the game
- Modifying and adjusting assets as needed to meet technical and creative requirements
- Staying up-to-date with industry trends and techniques to continuously improve skills and work
- Meeting project deadlines and maintaining strong communication with the team
- Contribute to the development of new ideas and concepts for game assets and environments
- Adhering to established pipelines and workflows within the team
- Assisting with any additional tasks as needed to support the development of the game.



Requirements

- Proficiency in 3D modeling software, Autodesk 3ds MAX, or Blender
- Experience with Unreal Engine 4
- Strong portfolio showcasing relevant 3D asset creation experience
- Proficiency in creating both hard surface and organic materials
- Attention to detail and ability to produce work to a high standard
- Strong communication skills and ability to work well in a team environment
- Ability to work efficiently and meet project deadlines
- Passion for space games and the unique atmosphere of indie studios
- Self-motivated and able to take direction and feedback
- Sufficient English language skills to follow the conversation in team meetings and understand project documentation



Bonus Skills

- Speaking German is a plus
- Experience with Unreal Engine 5



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