

3D Character Artist

Apply by reaching us at careers@lorenine.com

Job Description

LORE NINE is looking for dedicated individuals who are interested in evoking meaning and emotions through their art in crafting video games, while working in an inclusive and respectful environment. We are looking for a versatile 3D Character artist who is well-versed in modeling, unwrapping and texturing Anime-style 3D characters and clean aesthetics.

Responsibilities

- Create the various assets required for the game's production, including unwrapping, textures and materials.
- Ensure optimal game performance by understanding and respecting the technical guidelines and optimizing of artistic elements, while achieving the desired visual quality.
- Following outlined artistic directives, design choices and technical limitations
- Taking responsibility for assigned tasks and for following up with the project's director
- Participate in meetings with the development team and subcontractors
- Ensure that assets respect the artistic direction of the game and meet quality standards
- Fulfill game's visual and artistic vision working with 3d modelling software, as well as any additional required art programs

Personality

- Must be mature, professional and dedicated to their craft
- Must be open and respectful toward all team members and the work itself
- Curious and self-critical
- Great relationship skills, organization and autonomy
- Proactive, self-automated and disciplined
- Interested in enhancing their work
- Exhibiting organisation and attention to detail in one's work
- Interested in working in video games for a greater sense other than fun
- Looking to be part of the core members of an emerging Indie Game studio

Qualifications

- Minimum a college diploma program in graphic arts or equivalent
- Great knowledge of Photoshop
- Knowledge of game 3D art pipelines and limitations like poly count and potential risks of rigging and animation issues (game character modeling knowledge)
- Mastery of traditional 3D modeling workflows (Blender or 3dsMax or Maya)
- Mastery of the production tool Substance Designer/Painter and ZBrush
- **Must be skilled at creating hand-painted textures and materials**
- Strong knowledge of blendshaping
- Fluent in English speaking and written

Good to have

- Knowledge in Blender
- Knowledge in rigging and/or 3D animation and/or 2D art
- Knowledge in Unity
- Knowledge of lighting, shading and baking techniques

Salary & Employment

- Fulltime, 9-5 Monday-Friday, 40h/week
- Possibility of flexible schedule
- Fully remote position
- In-real-life team meetings once every 2 weeks (post-covid only)
- 45 000\$ - 60 000\$ depending on experience