



Country: Canada
Province: Prince Edward Island

Job Title: 3D Artist
Job Description:

Under the umbrella of Other Ocean Group, Sculpin's new development division is looking for a talented and driven individual to take on the role of 3D Artist. Our team is a small and tight-knit collective whose members are valued and expected to participate in helping bring out the fun in games. The ideal candidate should have experience in varied areas of game development and be able and willing to work on any area related to 3D game asset creation as needed. Experience in mentoring and training for artists is preferred.

Qualifications

- Academic background in Arts, Fine Arts, 3D Arts or equivalent training
- 1-2 years professional experience in 3D Art, in the games industry
- Proficient in high-poly and low-poly modeling and strong knowledge of various texturing workflows
- Experience with modeling in 3ds Studio Max, Maya or equivalent
- Great understanding of color theory, silhouette and proportions
- Good understanding of LODs and how to create LOD levels
- Ideal candidate will additionally have rigging and animation experience;
- Strong observation skills and an eye for Detail
- Strong teamwork skills
- Ability to communicate clearly and concisely
- Organized and independent
- Knowledgeable in contemporary media (web, games, comics, film, animation, etc.)

Assets

- Experience with Unity3d
- Have a passion for video games and users experiences. Consider yourself a "Gamer"
- Experience with Virtual or Augmented Reality
- Experience with 2D art and animation
- Experience with User Interfaces art and/or design
- Familiarity in agile project management methodologies and tracking tools

Please submit portfolios, resumes, and inquiries to employment@otherocean.com with the subject "PEI 3D Artist".

Company Name: Other Ocean Interactive
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