

Prop artists create memorable weapons and set pieces that help visually define an id game. Reporting to the Lead Prop Artists, you will work collaboratively with the art director, concept artists and environment artists to create weapons and props, as well as set pieces that define and populate the game environments.

KEY RESPONSIBILITIES

- Create a wide range of 3D prop art used in exterior and interior environments. From complex machinery to organic forms.
- Pursue a high quality across technical approaches and aesthetics.
- Proactively seek feedback from Leads and Creative Directors.
- Manage competing priorities effectively ensuring that all relevant parties are updated.
- Participate in R&D, problem solving artistic solutions to technical problems.
- Work with flair while maintaining the restraints of the medium.
- Actively pursue knowledge of the medium – what works, what doesn't, and what we can do about it.

QUALIFICATIONS

Required

- 2+ years of game or film industry experience as a 3D artist
- Examples of current and past work demonstrating a strong understanding of shape, perspective, texture, color, and lighting.
- Experience and proficiency with relevant 3D and 2D toolsets.
- Self-motivated, but able to take feedback and criticism and properly reflect comments in work.
- Excellent team player with very strong work ethic and a collaborative/cooperative attitude.
- Passion for games and gaming.