

An exceptionally skilled and passionate Senior Weapon Artist. As part of the gear team you will work with concept artists, animators, designers and engineers to create the epic loot and fantastical weapons. The ideal candidate understands that character and weapon artwork does not end in ZBrush, and can texture, model and optimize just as well as they can sculpt. Additional responsibilities involve giving feedback and critique to our partners and more junior artists on quality bar and pipeline preparation. We hire artists that collaborate well with equally passionate developers and share our love for games.

KEY RESPONSIBILITIES

- Create both high resolution 3D sculpts and final low polygon game assets.
- Couple hand painted textures and next-gen materials for use in game engines.
- Iterate on game assets with production artists via prototyping and group critiques.

QUALIFICATIONS

Required

- Minimum of 3 years' experience in game development as an artist specializing in weapons, mechanical or vehicle modeling using Maya, Photoshop, Zbrush, or Mudbox
- Exceptional understanding of next generation asset creation pipelines and tools
- Expertise in hard surface modeling techniques for use in creating complex mechanical objects such as weapons and vehicles
- Superior eye for light, shade, color, and detail in creating texture maps
- Self-motivation, good communication skills, and a great team-player attitude
- Able to work creatively as part of a large or small group
- Proven problem-solving / prototyping ability
- Able to effectively collaborate with game designers and programmers