

Character Modeller

Responsibilities

- Potential to lead external team of character modellers.
- Create game resolution 3d character models that work well within the given technical limitations of proprietary game engine.
- Maintain quality, consistency and efficiency across character assets.
- Create and manage the character modelling and rigging pipeline.
- Create photorealistic character textures.
- Assist in improvement and creation of DX shaders.
- Involved in R&D and tool building to improve and add to character and rigging pipeline.
- Create and maintain animation rigs.
- Organise model and texture libraries
- Collaborate in-house with animators, environment artists and programmers.

Required

- Strong organizational skills and communication.
- Previous management experience.
- Experienced character modeller with +5 years experience in character modelling with several published titles.
- Experience with creation and modification of simple and complex character rig set-ups.
- Strong low poly modelling skills, preferably 3ds Max.
- Experience with Motion Builder, Zbrush and or Mudbox.
- Excellent Photoshop skills.
- Produce or alter normal and specular maps.
- The ability to create game ready assets that work well within the given technical limitations.
- Understanding of anatomy.
- Strong understanding of the impact of lighting in real time engines.
- Creation of efficient UV layouts with minimal texture distortion.
- Ability to take on complex tasks and self-manage delivery of tasks to deadlines.
- Self-motivated when solving problems.
- Communicate modelling concepts with other artists visually with quick sketches.
- Positive attitude to changes, sometimes late in the process.

Pluses

- Foundation in the traditional arts, including but not limited to figure drawing and illustration.
- Familiarity with SCRUM or other agile development models.
- Write Maxscripts to streamline art production processes.

Portfolio Requirement

Along with your cover letter and CV, please include a portfolio of samples that represent the range of your skills.