

Job Title: 3D Artist

Job Description:

We are seeking a creative individual to join our team as a 3D Artist. In this role, you will be responsible for creating still and moving images using computers, designing 3D models of products, and managing multiple projects while adhering to deadlines. The ideal candidate will be detail-oriented, flexible, and an excellent team player.

Responsibilities:

- Utilize 3D modeling, texturing, mapping, and other techniques to create graphics, visual effects, and animations.
- Collaborate with animators and other artists, attending meetings to discuss ongoing projects.
- Understand project requirements and conceptualize creative ideas.
- Create storyboards to visualize scenes and create realistic environments for movies, games, and other visual effects.
- Receive feedback from directors, animators, designers, and clients, and edit creations based on comments received.
- Review 3D art and recommend improvements.
- Create 3D sculpts and assets to meet artistic standards.
- Troubleshoot any problems that arise during work on a project.
- Meet with clients, designers, and directors to discuss and review projects and deadlines.

Requirements:

- Certificate, associate's degree, or bachelor's degree in graphic design or a related field.
- For medical illustration, a working knowledge of biology is required.
- A strong portfolio of previous work and completed projects.
- Strong working knowledge of industry-standard software, including 3ds Max, V-Ray, SketchUp, and Maya.
- Excellent creativity and artistic skills.
- An eye for composition, realism, texture, color, and lighting.
- Good communication and teamwork skills.
- Excellent time management skills.
- Willingness to stay updated on the latest creative software and hardware.