

We are seeking a

3D Environment/Level Artist (m/f)

Location:
Munich

Starting:
01.05.2015

Employment:
Fulltime

We may be a small company, but we make big games! At Chimera Entertainment we are passionate about creating high quality, fun and engaging games for our players. Our team consists of easy-going, enthusiastic and result driven individuals, who all work towards the same goal: making a great product. We believe in team work and not in unnecessary bureaucracy. We're experienced, fun-focused professionals, with a strong work ethic and an endless passion for games. If these are values you share, then you might be just the person we are looking for!

The kind of stuff you'll be doing:

- Be responsible for containing a consistent art style and quality of all 3D environments
- Modeling, texturing and positioning of environment assets in various stylistic approaches
- Lighting, shading and look development of environment scenes
- Level creation in Unity 3D
- Developing new workflows for 3D environment creation

Who we're looking for:

- Related professional experience in the games industry
- You are experienced in environment art production for games
- You are familiar with working in Unity 3D
- Solid skills with Photoshop, 3Ds Max or Maya and other common tools (ZBrush, xnormal)
- Superior eye for light, color and detail
- Good understanding of form, environment scale and composition
- You have the ability to work self-directed and reliably
- You are highly motivated, flexible and a team player
- You have good communication skills within small team structures (German or English)
- Passionate about video games and game development

Nice to have:

- Experience in programing shaders
- You know common and efficient workflows, tools and development processes in the games industry
- Strong previous work experience in environment and level design

If you are interested, send your complete application including CV, photo and cover letter to Ms. Ina Hoffman:

jobs@chimera-entertainment.de



CHIMERA

Entertainment

We are a creative and independent development studio for digital entertainment software in the heart of the beautiful city of Munich. Our company was founded in 2006 with the support of the production house remote control productions GmbH. In addition to developing our own IPs, we implement work for hire, from conception to completion. Gameplay and creative imagination are always in the foreground, and we promote team-work and talent. In terms of development and marketing of our high-class games, and thanks to our 8-year expertise in the field of mobile gaming and cross-platform-development as well as our award-winning portfolio of top titles such as "Angry Birds Epic", we are one of the Germany's leading game developers. And with you as a potential member of our ambitious over 35-strong team we want to expand our success within the coolest industry in the world.