

We are seeking a

3D Technical Artist

Location:
Munich

Starting:
11.05.2015

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:

- Make sure 3D assets stay within technical limits of chosen platform without sacrificing the artistic vision
- Implementing 3D assets, animations and visual effects in game engines
- Creation and optimization of 3D assets, character rigs and animations (characters, environments and props) to be used in game engines (Unity)
- Creating visual effects for characters, gameplay, environments and interface
- Level creation and lighting

Who we're looking for:

- You are passionate about video games and game development
- You have a broad palette of skills stretching from modelling, texturing, rigging and animating all the way to full game integration and polishing
- You have experience in creating and integrating 3D assets and visual effects into game engines like Unity
- You are able to create needed assets like 3D meshes, textures and particle sprites using Photoshop, Maya, 3Ds Max and similar tools
- You have solid knowledge in 3D-modelling, shading, texturing and lighting
- You are able to support the 3D team with scripts, tools, and overall pipeline development
- You have good communication skills within small team structures
- You are highly motivated, flexible and a team player
- You have great communication skills in English both verbally and in writing

Nice to have:

- Experience in programing shaders and image effects
- Experience in scripting language like MEL and MAXscript
- Technical proficiency in modelling, texturing, lighting, rendering, graphics-related programming languages and special effects
- 3 years of related experience in the games industry

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.